

Cecilia
 CHARACTER
 Cecaelia Medium Female
 RACE & LA SIZE GENDER
 19 Lawful Neutral Naderi, the Lost Maiden
 AGE ALIGNMENT DEITY
 LANGUAGES: Aquan, Common, Abyssal, Celestial, Infernal, Auran

Hebeloma
 PLAYER
 6'1" 200 lbs seaweed green green pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Southern Obari Ocean
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	12	2		
CON	14	2	14			
INT	16	3	18	-2		
WIS	12	1	10	2		
CHA	16	3	16			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
9	8	1	Librarian	0	6	1	0	0	2	1	
TOTAL HP			TOTALS		0	6	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	0	0	2		2	3		
TOUCH	15	-10+			2			3		
FLAT-FOOT	15	-10+	0	0	0		2	3		

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input type="checkbox"/> ACROBATICS	DEX	2		2	
<input checked="" type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	3		3	
<input type="checkbox"/> CLIMB	STR	0		0	
<input checked="" type="checkbox"/> CRAFT: (books)	INT	7	1	3	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX			2	
<input type="checkbox"/> DISGUISE	CHA	3		3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	2		2	
<input type="checkbox"/> FLY	DEX	2		2	
<input type="checkbox"/> HANDLE ANIMAL	CHA			3	
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: (all)	INT	7	1	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input checked="" type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	5	1	1	3
<input type="checkbox"/> RIDE	DEX	2		2	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	7	1	3	3
<input type="checkbox"/> STEALTH	DEX	2		2	
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	0		0	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	7	1	3	3
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	2	0	2			
REF	2	0	2			
WILL	3	2	1			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	0	0	0			
RANGED	2	0	2			
CMB	3	0	INT	3		
CMD	15	-10+	BOB	3	2	

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Cecaelia - Monstrous Humanoid (aquatic) (BotS-6)
Armor Prof: None; Weapon Prof: club, dagger, staff	Darkvision 60'; Tentacle Sense: Blindsight 10'
Faction: Community of Librarians	Natural Armor +2 AC; speed land 30' swim 40'
Arcane Bond: Library Card; Arcane School: Divination	Jet: Swim 200' in straight line
Library Privileges: Research +1/+2/+3; Guests 0	Tentacle Attacks: (x2) primary
Dissertation: Cephalopod Neurobiology	Amphibious: Breathe air & water
	Ink Cloud: 10' rad; total concealment for 1 min (1/hr)
	Stable Tentacles: Can't be tripped
	Feat: Scribe Scroll
	Clever Defense (Ex) Add Int Mod to Deflect AC

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	2					

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+2	1d4	19-20/x2	10	P,S	1.0	
quarterstaff	0	1d6/1d6	20/x2		B	4.0	
tentacles (x2)	0	1d4	20,x2		B		reach 10'

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0	4	3		1	
14	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one creature or small object.	Divination	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.	Divination	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at -2.	Divination	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north.	Divination	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining it.	Divination	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.	Divination	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects kinds of animals or plants.	Divination	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, compulsion, and possession of all creatures in area.	Divination	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects or creatures within a 60-foot cone.	Divination	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in the surrounding area.	Divination	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals natural or primitive traps.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other worshipers of your deity.	Divination	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance.	Divination	1 rnd/lvl	personal	none	no	PRG:UC
1			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesser - Three creatures gain telepathy within close distance.	Divination	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - As detect magic, except detects the presence of technological object	Divination	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack roll.	Divination	2 rnds	personal	none	no	PRG:CRB