Vishkanya medium female RACE & LA GENDER SIZE 19 Lawful Neutral Irori

5'9" WEIGHT HEIGHT Radripal, Vudra, Casmaron

115 lbs black HAIR

gold EYES

It. green

AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUP	ATION			50	ROL	EPI	AY.		GAI	OE_			
LANGUAGES: Vishkanya, Common, Vudrani, Kelish, Infernal, Celestial, Undercommon, Sylvan, Necril Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012														
EARGOAGES.		CLA	CC DE	CODE	ED									
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEN	CURRENT HP	HITPOINTS CURRENT HP HP GAINED HD CI			CLA NAME	SS RE	BAB		C HPS FO	RT REF	WILL	LEVELS		
STR 10 0 10 10 11 11	COMENT	27	5	Libra			2	34	5 1		4	5		
DEX 13 1 11 2	32				<u> </u>		╁	-	* 	Ť	† ·	Ť		
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wis 10 0 12 -2	TEMPORARY HP						Ш			\bot				
	TOTAL F	IP 32	FAVORED CLASS	Librarian	Т	OTALS	2	34	5 1	1	4	5		
CHA 16 3 14 2	CHA 16 3 14 2 CONDITIONS & MISCELLANEOUS TRACKING							SKILL	.S		RANKS TOTAL	34		
ABILITY SCORE & RACIAL NOTES						c •	DI	тоти	AL RANKS	ABILITY 1	TRAINED	MISC		
ATTACK	(S & DEFENSE				ACROBATIC APPRAISE	3 *	IN	_		5	3			
	IZE DODGE NATURAL DEFLECT	MISC TEMP	,	*	BLUFF		CH	_	_	3				
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SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	IISC TEMP			*□	FLY •		DI	_		1				
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY S	IZE MISC				Kn:		11	IT T	_	5				
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ATTACK MODIFIER 5			119		LINGUISTIC		11	_	_	5	3			
смв 7 2 INT 5		CONTRACT OF	100		Perception Perform:	N	w CH			3	3	2		
CMD 18 -10+ B2B DODE & STR & DEX	==-				PROF: (Libr	arian)	w	_	_	0	3			
CMD 18 = 10+ BZB DE 5ECT 12X					RIDE +		DE		_	1				
					SENSE MOT		w	_		0				
	& FEATURES RAITS, FEATS, AND CHARACTER FEATURES				SLEIGHT OF		DE	_	+-	1				
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Vishkanya; Lo	w-light Visio	n	_	SPELLCRAFT STEALTH •	Г	IN DI		_	5	3	2		
Armor Prof: None; Weapon Prof: club, dagger, st					SURVIVAL		w	_	_	0				
Faction: Community of Librarians		poison resistance: +lvl save vs poison					ST		_	0				
· · · · · · · · · · · · · · · · · · ·							STR	IA 11	5	3	3			
Arcane Bond: Library Card; Arcane School: Divinati		·					STR							
Library Privilieges: Research +3/+6/+9; Guests 1	Weapon Prof: blowg	Weapon Prof: blowguns, kukri, and shuriken.					STR							
Dissertation: Metaphysics	Toxic: Envenom a v	Toxic: Envenom a weapon (1/day)					STR STR							
Introduction: Enlarge (+1) and Still (+1) Metamagic Fea	ats Feat: Scribe Scroll	Feat: Scribe Scroll					STR							
Methods: Empower (+2) and Threnodic (+2) MetaMagic Fe	ats Clever Defense (Fx)	•						MARK A \square TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A $+3$ TRAINED BON						
Results:	Spell Focus (Divination),			tion) +2 DC								0		
Discussion:	Spell Specialization (Mind Thrus	<u> </u>	•		SLOW MED		ат □		5,000		23,00			
				(wind thrust)	SPEED		\neg \vdash	30	FLY	SWIM	CLIMB	MISC		
Conclusion:	Lesser Guardian Sc	roll; Guardíar	Scroll				== -		1 DEX			MISC		
					INIT	1		=	1 MOI			MOD		
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ARMOR & WEAPONS														
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX PENALTY S	PELL FAIL TYP	E WEIGHT										
ARMOR None				+										
SHIELD None														
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	ATTACK MODIFIERS DAMAGE CRITICAL RANC					WEIGHT		AN	имо & no	res			
dagger+1	+3	1d-	4+1	19-20/x2	10	P,S	1.0							
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	FEATS & SPECIAL ABILITIES						F	EATS	& SPECI	AL ABILI	TIES			
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAINE	ER			VC	OLUME/WEIGHT	LIMIT/NOTE	s		WEIGHT
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\vdash	HEAD:	GOLD		$\overline{}$				$ \uparrow \rangle$						
не	ADBAND:	SILVER		\dashv				$ \uparrow \rangle$						
\vdash	NECK:	COPPER								.104	DSST	IET		
	RING:							LIGHT	MEDIUM LOAD		DS & L	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		C	ARRIE	D WE	IGHT		33		100	N	100	200	500
SH	OULDERS:	ARMOR & WEAPONS	CURRENC	Y EQUI	IPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	6.0	0.0	0	0.0		6.0	CURRE	ENT LOAD	ы с нт ⊄	1 ме	ышм 🗖	HEA	vy 🔲

			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
CLA	ss		Librarian LEVEL 5	BLOODLINE/PATRON		CLA	ss			LEVE	L
	_		ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
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L	!	9th		SPECIALITY Divination		L	9th				
25FT + 5FT / 2 LV	,. 35		100FT + 10FT / LVL 150 LONG: 400FT + 40FT / LVL 600	FOCUSED		25FT + 5FT / 2 I	25	100FT + 10FT / LVL	100	400ft / L	⊦ I 400
		TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED			TOTAL	CLASS A	BILITY OTHE	R C	JERENT POINTS
SPE	NTS	0		PROHIBITED		SP	NTS 0				
				SPELLS							
LEVEL	PREP	USED	Detect Magic - Detects all spells ar	od magic items within 60 ft	scнооі Divinat		duration 1 min/lvl	RANGE 60'	none	sr no	REFERENCE PRG:CRB
			Detect Poison - Detects poison in c		Divinat		instant	close	none	no	PRG:CRB
			Detect Psychic Significance - Find	•	Divinat	-	instant	40'	none	no	PRG:OA
0				re gains +2 on one Diplomacy or Intimidate check.	Divinat		1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a		Divinat		instant	touch	fort	<u> </u>	PPC:HotD
0			Know Direction - You discern north		Divinat		instant	personal	none	no	PRG:CRB
0				1 on one attack roll, saving throw, or skill check.	Divinat		1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	-	Divinat		10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining		Divinat		instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals preser	nce of aberrations.	Divinat	ion	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	kinds of animals or plants.	Divinat	ion	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, cor	mpulsion, and possession of all creatures in area.	Divinat	ion	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals	creatures, spells, or objects of selected alignment.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal ob	jects or creatures within a 60-foot cone.	Divinat	ion	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	in the surrounding area.	Divinat	ion	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide	den doors within 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n	atural or primitive traps.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w	orshipers of your deity.	Divinat	ion	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v	vithin 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures	and items of one alignment emit a ghostly radiance.	Divinat	ion	1 rnd/lvl	personal	none	no	PRG:UC
1			Diagnose Disease - Detect and ide	-	Divinat	ion	instant	close	none	no	PRG:UM
1			Deadeye's Lore - Gain a +4 bonus o	n Survival and move full speed while tracking.	Divinat	ion	1 hr/lvl	personal	none	no	PRG:UC
1			Mind Thrust I - Mentally deal 1d6 p		Divinat	ion	instant	close	will	<u> </u>	PRG:OA
1				one skill of your choice as a class skill.	Divinat		1 rnd/lvl	touch	will	yes	PRG:ARG
1			Play Instrument - Play instrument a	-	Divinat		10 min/lvl	personal	none	no	PRG:UM
1			True Strike - +20 on your next attac	ck roll.	Divinat	ion		personal	none	no	PRG:CRB
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	2	0.	SPELLS		2	x25		·	
LEVEL 2	PREP	USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr no	PRG:CRB
2			Commune with Birds - You can understand the responses given by birds.	Divination	10 min/lvl	personal	none	no	PRG:ARG
2			Detect Anxieties - Learn what makes creatures anxious.	Divination	1 min/lvl	60'	will		PRG:UI
-								no	
2			Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	will	no	PRG:UI
2			Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2			Detect Magic, Greater - As detect magic, but learn more information.	Divination	1 min/lvl	60'	none	no	PRG:UI
2			Detect Thoughts - Allows "listening" to surface thoughts.	Divination	1 min/lvl	60'	will	no	PRG:CRB
2			Find Traps - Notice traps as a rogue does.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PRG:CRB
2			Locate Weakness - Roll damage twice for a critical hit and take the best damage.	Divination	1 min/lvl	personal	none	no	PRG:UC
2			Mind Thrust II - As mind thrust I, but deal 1d8 points of damage per level (maximum 5d8).	Divination	instant	close	will	yes	
2			See Invisibility - Reveals invisible creatures or objects.	Divination	10 min/lvl	personal	none	no	PRG:CRB
2			Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2			Blood Biography - Learn about a creature with its blood.	Divination	instant	touch	will	no	PRG:APG
2			Carrion Compass You are lead to an undead creature's most recent controller or the cause of the creature's undeath	Divination	10 min/lvl	close	will	no	PPC:USH
3			Akashic Communion Attempt to gain a glimpse of some specific event from the Akashic Record.	Divination	1 min/lvl	personal	none	no	PPC:MaTT
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none		PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	_	PPC:ArA
3			Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	_	PRG:OA
3			Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	-	PRG:CRB
3			See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs	-	none	no	PPC:DA
<u> </u>						personal 40'			
3			Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl		will	no	PRG:APG
3			Tongues, Communal - As tongues, but you may divide the duration among creatures touched.	Divination	10 min/lvl	touch	will	no	PRG:UC
3			Locate Creature - Indicates direction to familiar creature.	Divination	10 min/lvl	long	none	no	
3			Named Bullet - Imbues ammunition with accuracy against a specific creature type.	Divination	10 min/lvl	touch	will	-	PRG:UC
3			Witness - See through the target's eyes and ears.	Divination	1 min/lvl	long	will	yes	PRG:UM
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