

**Lautan**  
 CHARACTER  
**Nommo** medium male  
 RACE & LA SIZE GENDER  
 177 Lawful Evil Dagon  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Aquan and more (see below for full list of languages)

**Hebeloma**  
 PLAYER  
 8'1" 360 lbs none black green  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Antarkos Ocean  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	10	2		
<b>DEX</b>	14	2	14			
<b>CON</b>	16	3	16			
<b>INT</b>	20	5	18	2		
<b>WIS</b>	10	0	10			
<b>CHA</b>	10	0	12	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
10	9	1	Librarian	0	8	1	0	0	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	10	FAVORED CLASS	Librarian	<b>TOTALS</b>	0	8	1	0	0	2	1

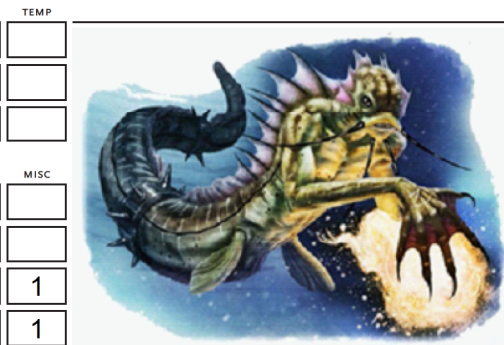
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	17	-10+	0	0	2			5		
<b>TOUCH</b>	17	-10+			2			5		
<b>FLAT-FOOT</b>	15	-10+	0	0	0			5		

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: --  
 SPELL FAILURE: 0%

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	3	0	3			
<b>REF</b>	2	0	2			
<b>WILL</b>	4	2	0	2		



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	1	0		1		
<b>RANGED</b>	2	0		2		
<b>CMB</b>	6	0	INT	5		1
<b>CMD</b>	19	-10+	BOB	5	STR & DEFLECT	3

**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod  
 Race: Thalassic Asrai (humanoid; aquatic, feykith, psionic) (CSBBB-20)  
 Armor Prof: None; Weapon Prof: club, dagger, staff  
 Racial Buoyancy: -170, Depth Tolerance: 3,000 feet  
 Faction: Community of Librarians  
 Gilled: Water-breather; Amphibious air for 1/2 hr/Con  
 Arcane Bond: Library Card; Arcane School: Divination  
 Fast Swim Speed: swim 40 ft; land 5 ft; Low-light Vision  
 Library Privileges: Research +1/+2/+3; Guests 0  
 Pressure Sensitive: (300 feet)  
 Spontaneous Casting: for spells w/ detect, find, locate or see in name  
 Big Hands: wield one-handed melee weapon as light weapon  
 Bonus Skill Ranks +1 Prof odd lvl; +1 Craft even lvl  
 Dissertation: Abyssal Ecology  
 Introduction: Sulfide Chimney (Int Mod/day)

Feat: Scribe Scroll  
 Clever Defense (Ex) + Int Mod to AC  
 Ambassador to the Shallows: Reduce pressure sensitivity by 100'

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	4	2		2
* APPRAISE	INT	5	5		
* BLUFF	CHA	0	0		
* CLIMB *	STR	1	1		
* CRAFT: (books)	INT	9	1	5	3
* DIPLOMACY	CHA	0	0		
* DISABLE DEVICE *	DEX			2	
* DISGUISE	CHA	0	0		
* ESCAPE ARTIST *	DEX	4	2		2
* FLY *	DEX	2	2		
* HANDLE ANIMAL	CHA		0		
* HEAL	WIS	0	0		
* INTIMIDATE	CHA	0	0		
* KN: (all)	INT	9	1	5	3
* KN:	INT			5	
* KN:	INT			5	
* KN:	INT			5	
* KN:	INT			5	
* LINGUISTICS	INT	9	1	5	3
* PERCEPTION	WIS	6	1	0	3
* PERFORM:	CHA	0	0		
* PROF: (Librarian)	WIS	4	1	0	3
* RIDE *	DEX	2	2		
* SENSE MOTIVE	WIS	0	0		
* SLEIGHT OF HAND *	DEX		2		
* SPELLCRAFT	INT	9	1	5	3
* STEALTH *	DEX	6	2		4
* SURVIVAL	WIS	0	0		
* SWIM *	STR	2	1	1	
* USE MAGIC DEVICE	CHA	4	1	0	3
	STR				
	STR				
	STR				
	STR				
	STR				

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

**ARMOR & WEAPONS**

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

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
5			40		

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

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



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	3		1	
16	1st	4	1	2	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	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			Comprehend Languages - You understand all spoken and written languages.	Divination	10 min/lvl	personal	none	no	PRG:CRB
1			Cultural Adaptation - Adapt to fit the local culture.	Divination	10 min/lvl	personal	none	no	PRG:UI
1			Identify Gives - +10 bonus to identify magic items.	Divination	3 rnd/lvl	close	none	no	PRG:CRB
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Share Language - Subject understands chosen language.	Divination	24 hrs	touch	will	yes	PRG:APG
1			Object Reading - Read psychic impressions left on an object.	Divination	1 rnd/lvl	touch	none	no	PRG:OA
1			Tap Inner Beauty - +2 on all Charisma ability checks and Charisma-based skill checks.	Divination	1 min/lvl	personal	none	no	PCS:ISG