

Roman
 CHARACTER Sorrow May Shadow Fey medium female 5'4" 90 lbs blonde amber pale
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 171 Lawful Neutral Shyka, the Many (TFW:34) The House of Eternity, First World (TFW:35)
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Sylvan and more (see below for full list of languages)



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	16	3	14	2		
CON	10	0	12	-2		
INT	18	4	18			
WIS	10	0	10			
CHA	18	4	16	2		

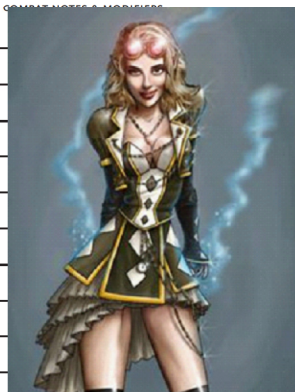
HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
7	6	1	Librarian	0	7	1	0	0	2	1			
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP			FAVORED CLASS		TOTALS								
7			Librarian		0 7 1 0 0 2 1								

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	3			4		
TOUCH	17	-10+			3			4		
FLAT-FOOT	14	-10+	0	0	0			4		

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	7
<input type="checkbox"/> ACROBATICS	DEX	3	3		
<input checked="" type="checkbox"/> APPRAISE	INT	4	4		
<input checked="" type="checkbox"/> BLUFF	CHA	4	4		
<input type="checkbox"/> CLIMB	STR	0	0		
<input checked="" type="checkbox"/> CRAFT: (books)	INT	8	1	4	3
<input type="checkbox"/> DIPLOMACY	CHA	4	4		
<input type="checkbox"/> DISABLE DEVICE	DEX		3		
<input type="checkbox"/> DISGUISE	CHA	4	4		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3	3		
<input type="checkbox"/> FLY	DEX	3	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		4		
<input type="checkbox"/> HEAL	WIS	0	0		
<input type="checkbox"/> INTIMIDATE	CHA	4	4		
<input checked="" type="checkbox"/> KN: (all)	INT	8	1	4	3
<input type="checkbox"/> KN:	INT		4		
<input type="checkbox"/> KN:	INT		4		
<input type="checkbox"/> KN:	INT		4		
<input type="checkbox"/> KN:	INT		4		
<input checked="" type="checkbox"/> LINGUISTICS	INT	8	1	4	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input type="checkbox"/> PERFORM:	CHA	4	4		
<input checked="" type="checkbox"/> PROF: (librarian)	WIS	4	1	0	3
<input type="checkbox"/> RIDE	DEX	3	3		
<input type="checkbox"/> SENSE MOTIVE	WIS	0	0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	1	4	3
<input checked="" type="checkbox"/> STEALTH	DEX	9	1	3	2
<input type="checkbox"/> SURVIVAL	WIS	0	0		
<input type="checkbox"/> SWIM	STR	0	0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		4		
<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	0	0	0			
REF	3	0	3			
WILL	6	2	0	2	2	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	3	0		3		
CMB	2	0	INT	4		-2
CMD	15	-10+	BOB	4	3	-2

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

Class: Librarian HD: d6; skills: 2 + Int Mod
 Race: Shadow Fey (Adv. Races Compendium 256) fey
 Armor Prof: None; Weapon Prof: club, dagger, staff
 darkvision 60'; low light vision;
 Faction: Community of Librarians
 Light Sensitivity: dazzled in bright sunlight
 Arcane Bond: Library Card; Arcane School: Divination
 Secretive: Bluff & Stealth are class skills; Sneaky: +2 Stealth
 Library Privileges: Research +1/+2/+3; Guests 0
 Spell-Like Abilities: Cast Shadow Jump (1/day)
 Spontaneous Casting: for spells w/ detect, find, locate or see in name
 Shadow Resistance: Cold 5; Electricity 5
 Bonus Skill Ranks +1 Prof odd lvl; +1 Craft even lvl
 Swift as Shadows: No stealth penalty while moving
 Dissertation: Theory of Shadows
 Racial Modifier: Mute-born Changeling (Sorrow May) (BotC: 7)
 Hag Racial Trait: +2 save vs gaze attacks.
 Mute-born Changeling: One milky-white eye
 Feat: Scribe Scroll
 Clever Defense (Ex); Add Int Mod to 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	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	7	=	3	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES	Cold 5; Electricity 5				
POOL POINTS					

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 (ranged)	+3	1d4	19-20/x2	10	P	1.0	
quarterstaff	+0	1d6/1d6	20/x2		B	4.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	4	3		1	
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	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			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