CHARACTER	PLAYER
Roman	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Sorrow May Shadow Fey	medium	female	5'4"	90 lbs	blonde	amber	pale

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND	OCCUPATION
171	Lawful Neutral	Shyka, the Many (TFW:34)	The House of Eternity, First World (TFW:35)	

LANGUAGES: Common, Sylvan and more (see below for full list of languages)

PATHFINDER ROLEPLAYING GAME

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	22	6	18		2	2
WIS	10	0	10			
CHA	18	4	16	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 27

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 27

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Librarian	22	5	2	37	5	1	1	4	5
FAVORED CLASS: Librarian			TOTALS	2	37	5	1	1	4	5

CONDITIONS & MISCELLANEOUS TRACKING

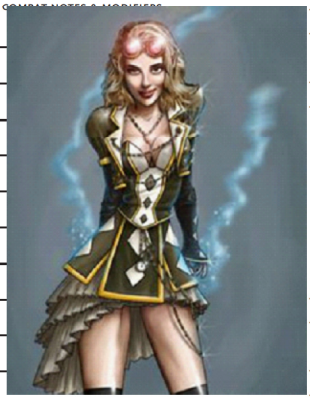
ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	=10+	0	0	3				5	1	
TOUCH	19	=10+			3				5	1	
FLAT-FOOT	16	=10+	0	0	0				5	1	

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	1	0			
REF	4	1	3			
WILL	8	4	0	2	2	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	2		0		
RANGED ATTACK MODIFIER	5	2		3		
CMB	6	2	INT	6		-2
CMD	18	=10+	BAB 2	DODGE & DEFLECT 5	STR & DEX 3	-2



SKILLS

RANKS TOTAL: 37

	TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☐ Acrobatics ♦ (DEX)	3		3		
☆☑ Appraise (INT)	10	1	6	3	
☆☑ Bluff (CHA)	4		4		
☆☐ Climb ♦ (STR)	0		0		
☆☑ Craft: (books) (INT)	14	5	6	3	
☆☐ Diplomacy (CHA)	4		4		
☐ Disable Device ♦ (DEX)			3		
☆☐ Disguise (CHA)	4		4		
☆☐ Escape Artist ♦ (DEX)	3		3		
☆☐ Fly ♦ (DEX)	3		3		
☐ Handle Animal (CHA)			4		
☆☐ Heal (WIS)	0		0		
☆☐ Intimidate (CHA)	4		4		
☑ Kn: (all) (INT)	14	5	6	3	
☐ Kn: (INT)			6		
☐ Kn: (INT)			6		
☐ Kn: (INT)			6		
☐ Kn: (INT)			6		
☐ Kn: (INT)			6		
☑ Linguistics (INT)	14	5	6	3	
☆☑ Perception (WIS)	8	5	0	3	
☆☐ Perform: (CHA)	4		4		
☑ Prof: (librarian) (WIS)	8	5	0	3	
☆☐ Ride ♦ (DEX)	3		3		
☆☐ Sense Motive (WIS)	0		0		
☐ Sleight of Hand ♦ (DEX)			3		
☑ Spellcraft (INT)	14	5	6	3	
☆☑ Stealth ♦ (DEX)	13	5	3	3	2
☆☐ Survival (WIS)	0		0		
☆☐ Swim ♦ (STR)	0		0		
☑ Use Magic Device (CHA)	8	1	4	3	
☐ (STR)					
☐ (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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Class: Librarian HD: d6; skills: 2 + Int Mod
- Armor Prof: None; Weapon Prof: club, dagger, staff
- Faction: Community of Librarians
- Arcane Bond: Library Card; Arcane School: Divination
- Library Privilieges: Research +3/+6/+9; Guests 1
- Spontaneous Casting: for spells w/ detect, find, locate or see in name
- Bonus Skill Ranks +1 Prof odd lvl; +1 Craft even lvl
- Dissertation: Theory of Shadows
- Introduction: Optics +4 Stealth in dim light; +8 dark, ++4 standing still
- Flicker: +1 racial AC
- Stealth in Motion: No penalties on stealth due to motion
- Race: Shadow Fey (Adv. Races Compendium 256) fey
- darkvision 60'; low light vision;
- Light Sensitivity: dazzled in bright sunlight
- Secretive: Bluff & Stealth are class skills; Sneaky: +2 Stealth
- Spell-Like Abilities: Cast Shadow Jump (1/day)
- Shadow Resistance: Cold 5; Electricity 5
- Swift as Shadows: No stealth penalty while moving
- 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
- Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
- Spell Specialization (Mind Thrust), +2 lvl; Greater Spell Specialization (Mind Thrust)

EXPERIENCE — SLOW ☐ MEDIUM ☑ FAST ☐: 15,000 / 23,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT 7 = 3 (DEX MOD) + 4 (MISC MOD)

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) +2	+5+2	1d4+2	19-20/x2	10	P	1.0	
quarterstaff +1	+2+1	1d6/1d6+1	20/x2		B	4.0	

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Native Tongues: Common, Sylvan	2	
Additional Languages:		
Abyssal	1	
Celestial,	1	
Draconic, Drow, Elven, Gnome, Goblin, Halfling	6	
Infernal	1	
Treant, Undercommon	2	
Total	13	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	library card			
	spellbook			
	dagger +2			
	quarterstaff +1			
	Headband of Vast Intelligence +2			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

SPELLS PER DAY

CLASS: Librarian | LEVEL: 5

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0	5	4		1	
19	1st	6	3	2	1	
20	2nd	5	2	2	1	
21	3rd	3	1	1	1	
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
35	150	600

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY: Divination

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
25	100	400

SPELL POINTS	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

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Augury - Learns whether an action will be good or bad.	Divination	instant	personal	none	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	no	PRG:UI
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	PRG:OA
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			Elemental Speech - Enables you to speak to elementals and some creatures.	Divination	1 min/lvl	personal	none	no	PRG:APG
2			Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2			Share Language, Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
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	no	PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	yes	PPC:ArA
3			Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	yes	PRG:OA
3			Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	yes	PRG:CRB
3			See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs	personal	none	no	PPC:DA
3			Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl	40'	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	PRG:CRB
3			Mark of Obvious Ethics Other creatures can determine the target's alignment.	Divination	1 day/lvl	touch	will	yes	PRG:ACG
3			Pierce Disguise See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
3			Forest's Sense - Locate target within 10' of living plant or fungus.	Divination	1 min/lvl	1 mile/l	will	yes	PRG:UW

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