

Roman
 CHARACTER
 Sorrow May Shadow Fey medium female
 RACE & LA SIZE GENDER
 171 Lawful Neutral Shyka, the Many (TFW:34)
 AGE ALIGNMENT DEITY
 Languages: Common, Sylvan and more (see below for full list of languages)

Hebeloma
 PLAYER
 5'4" 90 lbs blonde amber pale
 HEIGHT WEIGHT HAIR EYES SKIN
 The House of Eternity, First World (TFW:35)
 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	16	3	14	2		
CON	10	0	12	-2		
INT	26	8	18		4	4
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	
52	42	10	Librarian	5	86	10	3	3	7	10	
TOTAL HP			TOTALS		5	86	10	3	3	7	10

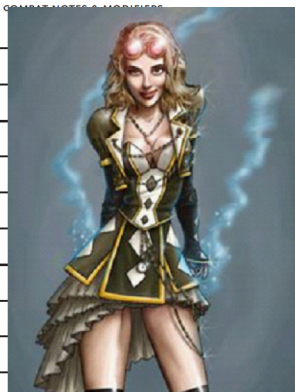
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	4	0	3			8	1	
TOUCH	22	-10+			3			8	1	
FLAT-FOOT	23	-10+	4	0	0			8	1	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	3	0			
REF	6	3	3			
WILL	13	7	0	2	2	2

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	5		0		
RANGED	8	5		3		
CMB	11	5	INT	8		-2
CMD	24	-10+	B5B	8	3	-2



SKILLS					RANKS TOTAL	86
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
* ACROBATICS	DEX 3		3			
* APPRAISE	INT 12	1	8	3		
* BLUFF	CHA 12	5	4	3		
* CLIMB	STR 0		0			
* CRAFT: (books)	INT 21	10	8	3		
* DIPLOMACY	CHA 4		4			
* DISABLE DEVICE	DEX		3			
* DISGUISE	CHA 4		4			
* ESCAPE ARTIST	DEX 7	4	3			
* FLY	DEX 3		3			
* HANDLE ANIMAL	CHA		4			
* HEAL	WIS 0		0			
* INTIMIDATE	CHA 4		4			
* KN: (all)	INT 21	10	8	3		
* KN:	INT		8			
* KN:	INT		8			
* KN:	INT		8			
* KN:	INT		8			
* KN:	INT		8			
* LINGUISTICS	INT 21	10	8	3		
* PERCEPTION	WIS 13	10	0	3		
* PERFORM:	CHA 4		4			
* PROF: (librarian)	WIS 13	10	0	3		
* RIDE	DEX 3		3			
* SENSE MOTIVE	WIS 0		0			
* SLEIGHT OF HAND	DEX		3			
* SPELLCRAFT	INT 21	10	8	3		
* STEALTH	DEX 18	10	3	3	2	
* SURVIVAL	WIS 0		0			
* SWIM	STR 0		0			
* USE MAGIC DEVICE	CHA 13	6	4	3		

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
 Faction: Community of Librarians
 Arcane Bond: Library Card; Arcane School: Divination
 Library Privileges: Research +5/+10/+15; Guests 2
 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
 Methods: Antumbra +2d6 Precision damage attacks & spells
 Results: Metaumbra: Metamagic Feats: Tenebrous (+0) & Umbral (+1)
 Flicker: +1 racial AC
 Stealth in Motion: No penalties on stealth due to motion
 Shadow Affinity: Hide in Plain Sight per shadowdancer
 Improved Initiative +4

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)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Lesser Librarian's Cloak	4					
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (ranged) +3	+8+3	1d4+3	19-20/x2	10	P	1.0	
quarterstaff +1	+5+1	1d6/1d6+1	20/x2		B	4.0	

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 105,000 / 155,000

SPEED BASE 30 FLY SWIM CLIMB MISC

INIT 7 = 3 DEX MOD + 4 MISC MOD

HERO

SR DR 5/chaos

RESISTANCES Cold 5; Electricity 5

POOL POINTS

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
20	0	5	4		1	
21	1st	7	4	2	1	
22	2nd	7	4	2	1	
23	3rd	6	3	2	1	
24	4th	5	2	2	1	
25	5th	4	2	1	1	
	6th			1		
	7th			1		
	8th			1		
	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

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
4			Commune with Nature - Learn about terrain for 1 mile/level.	Divination	instant	personal	none	no	PRG:CRB
4			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination	conc.	personal	none	no	PRG:CRB
4			Detect Scrying - Alerts you to magical eavesdropping	Divination	24 hrs	40'	none	no	PRG:MA
4			Discern Lies - Reveals deliberate falsehoods.	Divination	1 rnd/lvl	close	will	no	PRG:CRB
4			Divination - Provides useful advice for specific proposed actions.	Divination	instant	personal	none	no	PRG:CRB
4			Find Quarry - You can sense whether a particular creature is within 20 miles of your location.	Divination	instant	personal	none	no	PRG:UC
4			Mind Thrust IV - As mind thrust I, but a maximum of 15d8 points of damage and target is fatigued for 1 round.	Divination	instant	close	will	yes	PRG:OA
4			Mind Thrust I, Communal - As mind thrust I, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
4			Telepathy - Communicate mentally with creatures within 100 ft.	Divination	1 min/lvl	100'	none	no	PRG:OA
4			Truespeak You can communicate with any creature that is not mindless.	Divination	1 min/lvl	personal	none	no	PRG:ARG
4			Thoughtsense - Automatically detect nearby conscious creatures.	Divination	1 min/lvl	60'	none	no	PRG:OA
4			Synapse Overload - Deal 1d6 points of damage per level and stagger target for 1 minute.	Divination	instant	touch	fort	yes	PRG:OA

