

Talvnen
 CHARACTER
 Snow May Tiefeling medium female
 RACE & LA SIZE GENDER
 22 Lawful Evil Baba Yaga, Queen of Witches
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER
 5'5" 99 lbs white ice blue white
 HEIGHT WEIGHT HAIR EYES SKIN
 The Thrice-Tenth Kingdom (First World)
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Infernal 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	12	1	12			
CON	12	1	14	-2		
INT	20	5	18	2		
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	
8	7	1	Librarian	0	8	1	0	0	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP			FAVORED CLASS		TOTALS						
8			Librarian		0	8	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	1			5		
TOUCH	16	-10+			1			5		
FLAT-FOOT	15	-10+	0	0	0			5		

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	1	0	1			
WILL	6	2	0	2	2	



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	1	0		1		
CMB	3	0	INT	5		-2
CMD	14	-10+	BOB	5	STR & DEX	-2

CLASS RECORDER										
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
Librarian	0	8	1	0	0	2	1			

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		8
<input type="checkbox"/> ACROBATICS	DEX	1		1		
<input checked="" type="checkbox"/> APPRAISE	INT	5		5		
<input type="checkbox"/> BLUFF	CHA	6		4		2
<input type="checkbox"/> CLIMB	STR	0		0		
<input checked="" type="checkbox"/> CRAFT: (books)	INT	9	1	5	3	
<input type="checkbox"/> DIPLOMACY	CHA	4		4		
<input type="checkbox"/> DISABLE DEVICE	DEX			1		
<input type="checkbox"/> DISGUISE	CHA	4		4		
<input type="checkbox"/> ESCAPE ARTIST	DEX	1		1		
<input type="checkbox"/> FLY	DEX	1		1		
<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	9	1	5	3	
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input checked="" type="checkbox"/> LINGUISTICS	INT	9	1	5	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	1		1		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	9	1	5	3	
<input type="checkbox"/> STEALTH	DEX	4	1	1		2
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM	STR	0		0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	1	4	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Class: Librarian HD: d6; skills: 2 + Int Mod
 Race: Tiefeling (Adv. Races Compendium 272) outsider
 Armor Prof: None; Weapon Prof: club, dagger, staff
 Faction: Community of Librarians
 Arcane Bond: Library Card; Arcane School: Divination
 Library Privileges: Research +1/+2/+3; Guests 0
 Spontaneous Casting: for spells w/ detect, find, locate or see in name
 Bonus Skill Ranks +1 Prof odd lvl; +1 Craft even lvl
 Dissertation: Denizens of Icy Realms
 Snow May (Changeling) (BotC 9)
 Hag Racial Trait: +5 Acrobatics & Climb on Ice
 Cold Resistance equal to character lvl
 darkvision 60';
 Skilled +2 Bluff & Stealth
 Spell-Like Abilities: Cast Darkness (1/day)
 Fiendish Resistance: cold 5, electricity 5 & fire 5
 Spawn of Mammon: Immediately, make themselves target of a ranged spell (1/day)

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	1	=	1	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	cold 5, electricity 5 & fire 5				

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

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Native Tongues: Common, Infernal	2		
Additional Languages:			
Abyssal	1		
Celestial, Cyclops, Draconic,	3		
Necril, Sylvan	1		
Total	8		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	library card			
	spellbook			
	dagger			
	quarterstaff			

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
5.0	0.0	0.0		5.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		0	0	0	
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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					
	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