Hebeloma Uwetsiageyv

Strix medium female GENDER RACE & LA SIZE 18 Lawful Good Ancient Crow Crone

AGE

5'5" WEIGHT HEIGHT

120 lbs black feathers HAIR Devil's Perch, Cheliax, Avistan

white EYES

black SKIN



LANGUAGES: Strix, Tengu, C	Common, D	raconic,	Celestial,	Giant, Treant,	Dwarven, Aquan					0	riginal by Nec	eros. Mod	lified by	abellius@	yahoo.co	m. Versio	n 1.0.201	2	
					HITPOINTS	S				CLASS RECORDER									
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				& FEATUR							ht of Han	D +	DEX			2			
Class: Librarian HD:	d6: ekille:			RAITS, FEATS, AND CH	Strix; Medium; I	Low-light \	licion	& Dark	ision	✓ SPELL			INT	13	5	5	3		
	-									*□ Steal: *□ Survi			DEX WIS	1		1			
Armor Prof: None; We			dagger, s		e vs illusion; +2	· · · · · · · · · · · · · · · · · · ·			night ,	÷□ Swim			STR	1		1			
Faction: Community	of Libraria	ns		Move 3	30; Fly 60 (avera	age); +1 at	tack v	s huma	ns		AGIC DEVI		СНА	7	4	0	3		
Arcane Bond: Library (Card; Arcai	ne Scho	ool: Divinat	ion								STE							
Library Privilieges: Re	esearch +	3/+6/+9); Guests 1									STE							
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Introduction: Summon			np (B4) (1/d	av) Spell Fo	ocus (Divination), Gr	reater Spell F	ocus (E	Divination)				STE		<u> </u>					
					cialization (Mind Thrust),	•				MARK A	TO SHOW A C	LASS SKILI	. CLASS S	KILLS WI	TH RANKS	GAIN A +	-3 TRAINE	D BONUS.	
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SHIELD None																			
	AME & DESCRIPTION	ON		ATTACK	MODIFIERS	DAM	MAGE		CRITICAL				IGHT		АМ	MO & NO	TES		
dagger +2					+5	1d-	4+3		19-20/x	(2 1	0 P,	S /	1.0						
quarterstaff +1					+4	1d6/	ld6+2	2	20/x2	2	В		1.0						

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			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P			
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5FT / 2 LV	/L	TOTAL	10FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		5FT / 2	TOTAL	TOFT / LVL	BILITY OTHE	40FT / L	JERENT POINTS
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				SPELLS							
LEVEL	PREP	USED		ME & DESCRIPTION	school	00	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells an		Divinat		1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in o	•	Divinat	-	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find	, , ,	Divinat		instant	40'	none	no	PRG:OA
0				re gains +2 on one Diplomacy or Intimidate check.	Divinat	_	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a		Divinat	_	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north		Divinat		instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +	1 on one attack roll, saving throw, or skill check.	Divinat	ion	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	llbooks.	Divinat	ion	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining	g it.	Divinat	ion	instant	30'	none	no	PRG:APG
<u> </u>											
1			Detect Aberration - Reveals presen		Divinat		10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	·	Divinat	ion	10 min/lvl	long	none	no	PRG:CRB
1			<u> </u>	mpulsion, and possession of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals	creatures, spells, or objects of selected alignment.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal obj	ects or creatures within a 60-foot cone.	Divinat	ion	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	•	Divinat	ion	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide		Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n		Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w	' '	Divinat	_	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v		Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1				and items of one alignment emit a ghostly radiance.	Divinat		1 rnd/lvl	personal	none	no	PRG:UC
1			Know the Enemy - Gain +10 on a n	•	Divinat	ion	instant	personal	none	no	PRG:UM
1				n using its skill ranks, spells, feats, and abilities.	Divinat	_	1 rnd/lvl	close	will	-	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 pe		Divinat		instant	close	will	yes	PRG:OA
1			Speak with Animals - You can com	municate with animals.	Divinat	ion	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attac	ck roll.	Divinat	ion		personal	none	no	PRG:CRB
1			Technomancy - Detect technology	and improve knowledge checks.	Divinat	ion	3 rnd/lvl	60'	none	no	PCS:TG
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		SPELLS						
LEVEL 2	PREP USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr 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		PRG:UI
2					60'	will	no	PRG:OA
_		Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl			no	
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	
2		See Invisibility - Reveals invisible creatures or objects.	Divination	10 min/lvl	personal	none		PRG:CRB
2		Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2		Share Memory - Share one memory with the target.	Divination	instant	touch	will	<u> </u>	PRG:UM
2		Spell Gauge - You learn the spells known or prepared by the target.	Divination	instant	close	will	yes	PCS:ISG
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		Harrowing - You use a Harrow deck to tell a fortune for yourself or someone else.	Divination	1 day/lvl	touch	none	no	PCS:ISWG
3		Aura Sight - Alignment auras become visible to you.	Divination	1 min/lvl	personal	none	no	PRG:ACG
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