

Uwetsiageyv

Hebeloma

CHARACTER
Strix medium female
RACE & LA SIZE GENDER
18 Lawful Good Ancient Crow Crone
AGE ALIGNMENT DEITY

PLAYER
5'5" 120 lbs black feathers white black
HEIGHT WEIGHT HAIR EYES SKIN
Devil's Perch, Cheliox, Avistan
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Strix, Tengu, Common, Draconic, Celestial, Giant, Treant, Dwarven, Aquan, Infernal, Aboleth

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 62, HP GAINED 52, HD 10. CLASS RECORDER: CLASS NAME Librarian, BAB 5, SKILL 78, FC HPS 10, FORT 3, REF 3, WILL 7, LEVELS 10.

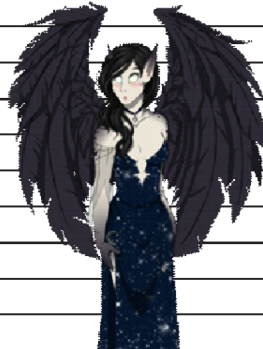
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 78

ATTACKS & DEFENSE. AC 23, TOUCH 19, FLAT-FOOT 21. Dodge 7, Deflect 7.

SKILLS list including Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Profession, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.



SAVING THROWS. FORT 4, REF 5, WILL 10.

ATTACKS. MELEE 6, RANGED 7, CMB 12, CMD 25.

FEATS & FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod. Race: Strix; Medium; Low-light Vision & Darkvision. 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. Dissertation: Multidisciplinary Studies. Introduction: Summon Nosoi Psychopomp (B4) (1/day). Methods: Summon book golem (AAW:AB) (1/day). Results: Summon Clockwork Librarian (AP-4) or Chrestomath (AP-63) (1/day). Clever Defense - +Int Mod to AC. Lesser Guardian Scroll; Guardian Scroll. Improved Guardian Scroll; Maximize Meta-magic Feat (+3).

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 [x] FAST [x] 105,000 / 155,000

SPEED 30/60, INIT 2, HERO, SR, DR 5/chaos, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

ARMOR Lesser Librarian's Cloak AC BONUS 4. SHIELD None.

WEAPON TABLE with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for dagger +3, quarterstaff +1.

| FEATS & SPECIAL ABILITIES | | |
|---------------------------|----------|------|
| NAME | USES/DAY | USED |
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| FEATS & SPECIAL ABILITIES | | |
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| NAME | USES/DAY | USED |
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| EQUIPMENT & MAGIC ITEMS | | | | |
|-------------------------|--|------------|---------|--------|
| ☞ | ITEM | QTY / USES | WGT N/A | WEIGHT |
| | spellbook | | | |
| | Headband of Vast Intelligence +4 | | | |
| | Lesser Librarian's Cloak +4 AC, +2 Will, DR5/chaos | | | |
| | Librarian's Satchel w/ 5 scrolls of mind thrust I to V | | | |
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| EQUIPMENT & MAGIC ITEMS | | | | |
|-------------------------|------|------------|---------|--------|
| ☞ | ITEM | QTY / USES | WGT N/A | WEIGHT |
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| 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 | LIFT ABOVE HEAD | LIFT OFF GROUND | DRAG & PUSH |
| 44 | 88 | 132 | | 132 | 264 | 660 |
| 0 | 0 | | MODIFIED LOAD | 0 | 0 | 0 |
| CURRENT LOAD | | LIGHT <input checked="" type="checkbox"/> | | MEDIUM <input type="checkbox"/> | | HEAVY <input type="checkbox"/> |

SPELLS PER DAY

| | | | | | | |
|---------|-----------|-------|-------|---------------|------|--------------|
| CLASS | Librarian | | | LEVEL | 10 | |
| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
| 19 | 0 | 5 | 5 | | | |
| 20 | 1st | 7 | 5 | 2 | | |
| 21 | 2nd | 7 | 5 | 2 | | |
| 22 | 3rd | 6 | 4 | 2 | | |
| 23 | 4th | 5 | 4 | 1 | | |
| 24 | 5th | 4 | 3 | 1 | | |
| | 6th | | | 1 | | |
| | 7th | | | 1 | | |
| | 8th | | | | | |
| | 9th | | | | | |

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|---------------------------------|----|----------------------------------|-----|--------------------------------|-----|
| CLOSE: 25FT + 5FT / 2 LVL | 50 | MEDIUM: 100FT + 10FT / LVL | 200 | LONG: 400FT + 40FT / LVL | 800 |
|---------------------------------|----|----------------------------------|-----|--------------------------------|-----|

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|--------------|-------|---------|-------|----------------|
| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
| SPELL 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 | | | | | |

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|---------------------------------|----|----------------------------------|-----|--------------------------------|-----|
| CLOSE: 25FT + 5FT / 2 LVL | 25 | MEDIUM: 100FT + 10FT / LVL | 100 | LONG: 400FT + 40FT / LVL | 400 |
|---------------------------------|----|----------------------------------|-----|--------------------------------|-----|

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|--------------|-------|---------|-------|----------------|
| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
| SPELL 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 | | | Know the Enemy - Gain +10 on a monster Knowledge check. | Divination | instant | personal | none | no | PRG:UM |
| 1 | | | Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities. | Divination | 1 rnd/lvl | close | will | yes | PRG:OA |
| 1 | | | Mind Thrust I - Mentally deal 1d6 points of damage per level. | Divination | instant | close | will | yes | PRG:OA |
| 1 | | | Speak with Animals - You can communicate with animals. | Divination | 1 min/lvl | personal | none | no | PRG:CRB |
| 1 | | | True Strike - +20 on your next attack roll. | Divination | | personal | none | no | PRG:CRB |
| 1 | | | Technomancy - Detect technology and improve knowledge checks. | Divination | 3 rnd/lvl | 60' | none | no | PCS:TG |

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 | | | Share Memory - Share one memory with the target. | Divination | instant | touch | will | yes | PRG:UM |
| 2 | | | Spell Gauge - You learn the spells known or prepared by the target. | Divination | instant | close | will | yes | PCS:ISG |
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| 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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| 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 | | | Legend Lore - Lets you learn tales about a person, place, or thing. | Divination | instant | personal | none | no | PRG:CRB |
| 4 | | | Foretell Failure - Cast before a d20 roll, you can change your action if it would fail on a roll of 9 or less on the roll. | Divination | instant | personal | none | no | PPC:ArA |
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