

Uwetsiageyv

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

Hebeloma  
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, Tengue, Common, Draconic, Celestial, Giant, Treant, Dwarven, Aquan, Infernal, Aboleth, Auran, Protean

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	12			
<b>DEX</b>	14	2	12	2		
<b>CON</b>	12	1	12			
<b>INT</b>	28	9	16	6	6	
<b>WIS</b>	12	1	12			
<b>CHA</b>	10	0	12	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>92</b>	77	15	Librarian	7	133	15	5	5	9	15
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	92	FAVORED CLASS	Librarian	<b>TOTALS</b>	7	133	15	5	5	9

ABILITY SCORE & RACIAL NOTES

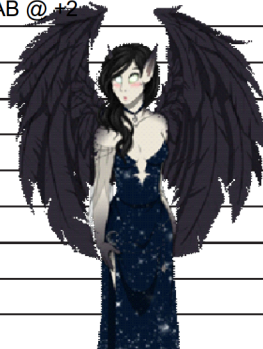
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	25	-10+	4	0	2			9		
<b>TOUCH</b>	21	-10+			2			9		
<b>FLAT-FOOT</b>	23	-10+	4	0	0			9		

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	5	1			
<b>REF</b>	7	5	2			
<b>WILL</b>	12	9	1	2		

COMBAT NOTES & MODIFIERS  
 second attack BAB @ +2



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	8	7		1		
<b>RANGED</b>	9	7		2		
<b>CMB</b>	16	7	INT	9		
<b>CMD</b>	29	-10+	B7B	DODGE & DEFLECT 9	STR & DEX 3	

SKILLS										RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
<input type="checkbox"/> ACROBATICS	2		DEX	2						
<input checked="" type="checkbox"/> APPRAISE	22	10	INT	9	3					
<input type="checkbox"/> BLUFF	0		CHA	0						
<input type="checkbox"/> CLIMB	1		STR	1						
<input checked="" type="checkbox"/> CRAFT: (books)	27	15	INT	9	3					
<input type="checkbox"/> DIPLOMACY	0		CHA	0						
<input type="checkbox"/> DISABLE DEVICE	12	10	DEX	2						
<input type="checkbox"/> DISGUISE	0		CHA	0						
<input type="checkbox"/> ESCAPE ARTIST	2		DEX	2						
<input type="checkbox"/> FLY	10	8	DEX	2						
<input type="checkbox"/> HANDLE ANIMAL	1	1	CHA	0						
<input type="checkbox"/> HEAL	2	1	WIS	1						
<input type="checkbox"/> INTIMIDATE	0		CHA	0						
<input checked="" type="checkbox"/> KN: (all)	27	15	INT	9	3					
<input type="checkbox"/> KN:			INT	9						
<input type="checkbox"/> KN:			INT	9						
<input type="checkbox"/> KN:			INT	9						
<input type="checkbox"/> KN:			INT	9						
<input checked="" type="checkbox"/> LINGUISTICS	15	3	INT	9	3					
<input checked="" type="checkbox"/> PERCEPTION	19	15	WIS	1	3					
<input type="checkbox"/> PERFORM:	0		CHA	0						
<input checked="" type="checkbox"/> PROF: (Librarian)	19	15	WIS	1	3					
<input type="checkbox"/> RIDE	2		DEX	2						
<input type="checkbox"/> SENSE MOTIVE	9	8	WIS	1						
<input type="checkbox"/> SLEIGHT OF HAND			DEX	2						
<input checked="" type="checkbox"/> SPELLCRAFT	27	15	INT	9	3					
<input type="checkbox"/> STEALTH	3	1	DEX	2						
<input type="checkbox"/> SURVIVAL	2	1	WIS	1						
<input type="checkbox"/> SWIM	2	1	STR	1						
<input checked="" type="checkbox"/> USE MAGIC DEVICE	17	14	CHA	0	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: Strix; Medium; Low-light Vision & Darkvision
Armor Prof: None; Weapon Prof: club, dagger, staff	+2 save vs illusion; +2 Perception & Stealth @ night
Faction: Community of Librarians	Move 30; Fly 60 (average); +1 attack vs humans
Arcane Bond: Library Card; Arcane School: Divination	
Library Privileges: Research +8/+16/+24; Guests 3	
Dissertation: Multidisciplinary Studies	Feat: Scribe Scroll
Introduction: Summon Nosoi Psychopomp (B4) (1/day)	Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
Methods: Summon book golem (AAW:AB) (1/day)	Spell Specialization (Mind Thrust), +2 Int; Greater Spell Specialization (Mind Thrust)
Results: Summon Clockwork Librarian (AP-4) or Chrestomath (AP-63) (1/day)	Clever Defense - +Int Mod to AC
Discussion: summon either a Contract Devil (B3) or Heresy Devil (B5)	Lesser Guardian Scroll; Guardian Scroll
	Improved, Greater & Advanced 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  FAST  635,000 / 890,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	30	60			

**INIT** 2 = 2 DEX MOD + MISC MOD

**HERO**

**SR** **DR** 10/chaos

**RESISTANCES**

**POOL POINTS**

**ARMOR & WEAPONS**  
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +3	+11	1d4+4	19-20/x2	10	P,S	1.0	
quarterstaff +1	+9	1d6/1d6+2	20/x2		B	4.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	Headband of Vast Intelligence +6			
	Librarian's Cloak +4 AC, +2 Will, DR10/chaos			
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V			

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			

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

TREASURE CARRIED			
#	TREASURE	WEIGHT	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132			132	264
0	0			0	0	0

CURRENT LOAD: LIGHT  MEDIUM  HEAVY

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE ([HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0.](http://creativecommons.org/licenses/by-nc-sa/3.0/)) PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	5	5			
22	1st	8	5	3		
23	2nd	7	5	2		
24	3rd	7	5	2		
25	4th	7	5	2		
26	5th	7	5	2		
27	6th	5	4	1		
28	7th	4	3	1		
29	8th	3	2	1		
	9th			1		

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			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
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
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

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rd/lvl	personal	none	no	PRG:CRB
5			Locate Gate - Find a nearby magical portal.	Divination	1 min/lvl	long	none	no	PRG:HA
5			Mind Thrust V - As mind thrust IV, but target is exhausted or fatigued for 1 round.	Divination	instant	close	will	yes	PRG:OA
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will	yes	PRG:CRB
5			The Ornithological Collection of Uwetsiageyv I Retrieve one book in the form of a raven.	Divination	1 min/lvl	close	none	no	PPPH:L
5			Telepathic Bond - Link lets allies communicate.	Divination	1 hr/lvl	1 mile	none	no	PRG:CRB
6			Find the Path - Shows most direct way to a location.	Divination	10 min/lvl	touch	none	no	PRG:CRB
6			Mind Thrust VI - As mind thrust IV, but maximum 20d8 points of damage and target is exhausted and stunned for 1 round.	Divination	instant	close	will	yes	PRG:OA
6			Mind Thrust III, Communal - As mind thrust III, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
6			The Ornithological Collection of Uwetsiageyv II - Retrieve one book in the form of a giant raven.	Divination	1 min/lvl	close	none	no	PPPH:L
6			Stone Tell - Talk to natural or worked stone.	Divination	1 min/lvl	personal	none	no	PRG:CRB
7			Arcane Sight, Greater - As arcane sight, but also reveals magic effects on creatures and objects.	Divination	1 min/lvl	personal	none	no	PRG:CRB
7			Mind Thrust IV, Communal - As mind thrust IV, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
7			Hong Samud's Alternate Reality I - Exchange target with healthy version of itself from parallel reality.	Divination	1 rd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	close	none	no	PRG:CRB
7			The Ornithological Collection of Uwetsiageyv III - Retrieve one book in the form of a large raven.	Divination	1 min/lvl	close	none	no	PPPH:L
8			Glimpse of the Akashic - + caster level on all checks, attacks, damage, and saves for 1 minute sometime in next day.	Divination	1 day	personal	none	no	PRG:PsA
8			Hong Samud's Alternate Reality II - Exchange target with enhanced version of itself from parallel reality.	Divination	1 rd/lvl	close	will	no	PPPH:L
8			Mind Thrust V, Communal - As mind thrust V, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
8			The Ornithological Collection of Uwetsiageyv IV - Retrieve one book in the form of a huge raven.	Divination	1 min/lvl	close	none	no	PPPH:L