Character	Player
Uwetsiageyv	Hebeloma

Race & La	Size	Gender	Height	Weight	Hair	Eyes	Skin
Strix	medium	female	5'5"	120 lbs	black feathers	white	black

Age	Alignment	Deity	Homeland & Background Occupation
18	Lawful Good	Ancient Crow Crone	Devil's Perch, Cheliax, Avistan

Languages: Strix, Tengu, Common, Draconic, Celestial, Giant, Treant, Dwarven, Aquan, Infernal, Aboleth, Auran, Protean, Abyssal, Sylvan

Pathfinder Roleplaying Game

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

Ability Score	Total	Mod	Base	Enhance	Misc	Temp
STR	12	1	12			
DEX	14	2	12	2		
CON	12	1	12			
INT	32	11	16	10	6	
WIS	12	1	12			
CHA	10	0	12	-2		

Ability Score & Racial Notes

HITPOINTS

Current HP: 122

Nonlethal HP Dam

Temporary HP

Total HP: 122

CLASS RECORDER

Class Name	HP Gained	HD	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
Librarian	102	20	10	199	20	6	6	12	20
Favored Class: Librarian			Totals	10	199	20	6	6	12	20

Conditions & Miscellaneous Tracking

ATTACKS & DEFENSE

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Misc	Temp
AC	27	=10+	4	0	2				11		
Touch	23	=10+			2				11		
Flat-Foot	25	=10+	4	0	0				11		

Armor Check Penalty: 0

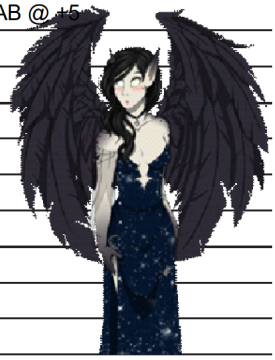
Maximum Dex: --

Spell Failure: 0%

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
Fort	7	6	1			
Ref	8	6	2			
Will	15	12	1	2		

Combat Notes & Modifiers

second attack BAB @ +5



Attacks	Total	Base Attack Bonus	Temp	Ability	Size	Misc
Melee (Attack Modifier)	11	10		1		
Ranged (Attack Modifier)	12	10		2		
CMB	21	10	INT	11		
CMD	34	=10+ 10 (BAB)	11 (Dodge & Deflect)	3 (Str & Dex)		

SKILLS

Ranks Total Trained: 199

Skill	Ability	Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ♦	DEX	2		2		
☆ ☑ Appraise	INT	29	15	11	3	
☆ ☐ Bluff	CHA	0		0		
☆ ☐ Climb ♦	STR	1		1		
☆ ☑ Craft: (books)	INT	34	20	11	3	
☆ ☐ Diplomacy	CHA	0		0		
☐ Disable Device ♦	DEX	17	15	2		
☆ ☐ Disguise	CHA	0		0		
☆ ☐ Escape Artist ♦	DEX	2		2		
☆ ☐ Fly ♦	DEX	15	13	2		
☐ Handle Animal	CHA	6	6	0		
☆ ☐ Heal	WIS	3	2	1		
☆ ☐ Intimidate	CHA	0		0		
☑ Kn: (all)	INT	34	20	11	3	
☐ Kn:	INT			11		
☐ Kn:	INT			11		
☐ Kn:	INT			11		
☐ Kn:	INT			11		
☐ Kn:	INT			11		
☑ Linguistics	INT	17	3	11	3	
☆ ☑ Perception	WIS	24	20	1	3	
☆ ☐ Perform:	CHA	0		0		
☑ Prof: (Librarian)	WIS	24	20	1	3	
☆ ☐ Ride ♦	DEX	2		2		
☆ ☐ Sense Motive	WIS	14	13	1		
☐ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT	34	20	11	3	
☆ ☐ Stealth ♦	DEX	8	6	2		
☆ ☐ Survival	WIS	7	6	1		
☆ ☐ Swim ♦	STR	2	1	1		
☑ Use Magic Device	CHA	22	19	0	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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

FEATS & FEATURES

Class features, racial traits, feats, and character features

- Class: Librarian HD: d6; skills: 2 + Int Mod
- Armor Prof: None; Weapon Prof: club, dagger, staff
- Faction: Community of Librarians
- Arcane Bond: Library Card; Arcane School: Divination
- Library Privilieges: Research +8/+16/+24; Guests 3
- 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)
- Discussion: summon either a Contract Devil (B3) or Heresy Devil (B5)
- Conclusion: Summon Apkallu (B5) (1/day)

- Race: Strix; Medium; Low-light Vision & Darkvision
- +2 save vs illusion; +2 Perception & Stealth @ night
- Move 30; Fly 60 (average); +1 attack vs humans
- Feat: Scribe Scroll
- Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
- Spell Specialization (Mind Thrust), +2 lvl; Greater Spell Specialization (Mind Thrust)
- Clever Defense - +Int Mod to AC
- Lesser Guardian Scroll; Guardian Scroll
- Improved, Greater & Advanced Guardian Scroll
- Maximize (+3), Extend (+1) & Silent (+1) Meta-magic Feats

Experience: 3,600,000 / 3,600,000 (Slow ☐ Medium ☑ Fast ☐)

	Base	Fly	Swim	Climb	Misc
Speed	30	60			

Init: 2 = 2 (Dex Mod) + (Misc Mod)

Hero

SR: 30 DR: 10/chaos

Resistances

Pool Points

ARMOR & WEAPONS

	Armor Name & Description	AC Bonus	Max Dex	Penalty	Spell Fail	Type	Weight
Armor	Greater Librarian's Cloak	4					
Shield	None						

Weapon Name & Description	Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
dagger +4	+15	1d4+5	19-20/x2	10	P,S	1.0	
quarterstaff +2	+13	1d6/1d6+3	20/x2		B	4.0	

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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			
	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lvl			
	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			

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 ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Librarian | LEVEL: 20

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
23	0	5	5			
24	1st	8	5	3		
25	2nd	8	5	3		
26	3rd	8	5	3		
27	4th	7	5	2		
28	5th	7	5	2		
29	6th	7	5	2		
30	7th	7	5	2		
31	8th	6	5	1		
32	9th	6	5	1		

CLOSE: 25FT + 5FT / 2 LVL: 75 | MEDIUM: 100FT + 10FT / LVL: 300 | LONG: 400FT + 40FT / LVL: 1,200

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY: Divination

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: 25 | MEDIUM: 100FT + 10FT / LVL: 100 | LONG: 400FT + 40FT / LVL: 400

SPELL POINTS	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

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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

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rnd/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 rnd/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	will	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 rnd/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
9			Foresight - "Sixth sense" warns of impending danger.	Divination	10 min/lvl	touch	none	no	PRG:CRB
9			Hong Samud's Alternate Reality III - Exchange target with version in parallel reality where it does not exist; thus annihilating it.	Divination	instant	close	fort	no	PPPH:L
9			Mind Thrust VI, Communal - As mind thrust VI, but distribute damage and effects among multiple targets. PPPH:L	Divination	instant	close	will	yes	PPPH:L
9			The Ornithological Collection of Uwetsiageyv IV - Retrieve one book in the form of a gargantuan raven.	Divination	1 min/lvl	close	none	no	PPPH:L

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