

Uwetsiageyv

CHARACTER
Strix (Agathion-Invested) medium female
RACE & LA SIZE GENDER
 18 Lawful Good Ancient Crow Crone
AGE ALIGNMENT DEITY
 LANGUAGES: Strix, Tengu, Common, Draconic, Celestial, Giant, Treant, Dwarven, Aquan, Infernal, Aboleth, Auran, Protean, Abyssal, Sylvan

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	18	4	12	2	4	
CON	12	1	12			
INT	32	11	16	10	6	
WIS	12	1	12			
CHA	12	1	12	-2	2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
122	102	20	Librarian	10	199	20	6	6	12	20			
TOTAL HP			122	FAVORED CLASS	Librarian	TOTALS	10	199	20	6	6	12	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	4	0	4			11		
TOUCH	25	-10+			4			11		
FLAT-FOOT	25	-10+	4	0	0			11		

COMBAT NOTES & MODIFIERS
 second attack BAB @ +5

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	6	1			
REF	10	6	4			
WILL	15	12	1	2		

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	11	10		1		
RANGED ATTACK MODIFIER	14	10		4		
CMB	21	10	INT	11		
CMD	36	-10+	10	11	5	



SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
<input type="checkbox"/> ACROBATICS	4		DEX	4						
<input checked="" type="checkbox"/> APPRAISE	29	15	INT	11	3					
<input type="checkbox"/> BLUFF	1		CHA	1						
<input type="checkbox"/> CLIMB	1		STR	1						
<input checked="" type="checkbox"/> CRAFT: (books)	34	20	INT	11	3					
<input type="checkbox"/> DIPLOMACY	1		CHA	1						
<input type="checkbox"/> DISABLE DEVICE	19	15	DEX	4						
<input type="checkbox"/> DISGUISE	1		CHA	1						
<input type="checkbox"/> ESCAPE ARTIST	4		DEX	4						
<input type="checkbox"/> FLY	17	13	DEX	4						
<input type="checkbox"/> HANDLE ANIMAL	7	6	CHA	1						
<input type="checkbox"/> HEAL	3	2	WIS	1						
<input type="checkbox"/> INTIMIDATE	1		CHA	1						
<input checked="" type="checkbox"/> KN: (all)	34	20	INT	11	3					
<input type="checkbox"/> KN:			INT	11						
<input type="checkbox"/> KN:			INT	11						
<input type="checkbox"/> KN:			INT	11						
<input type="checkbox"/> KN:			INT	11						
<input checked="" type="checkbox"/> LINGUISTICS	17	3	INT	11	3					
<input checked="" type="checkbox"/> PERCEPTION	24	20	WIS	1	3					
<input type="checkbox"/> PERFORM:	1		CHA	1						
<input checked="" type="checkbox"/> PROF: (Librarian)	24	20	WIS	1	3					
<input type="checkbox"/> RIDE	4		DEX	4						
<input type="checkbox"/> SENSE MOTIVE	14	13	WIS	1						
<input type="checkbox"/> SLEIGHT OF HAND			DEX	4						
<input checked="" type="checkbox"/> SPELLCRAFT	34	20	INT	11	3					
<input type="checkbox"/> STEALTH	10	6	DEX	4						
<input type="checkbox"/> SURVIVAL	7	6	WIS	1						
<input type="checkbox"/> SWIM	2	1	STR	1						
<input checked="" type="checkbox"/> USE MAGIC DEVICE	23	19	CHA	1	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
Conclusion: Summon Apkallu (B5) (1/day)	Improved, Greater & Advanced Guardian Scroll
	Maximize (+3), Extend (+1) & Silent (+1) Meta-magic Feats

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 3,600,000 / 3,600,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	60			
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR	30	DR	10/chaos		
RESISTANCES	electricity 20				

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	+1d6 dam vs evil
quarterstaff +2	+13	1d6/1d6+3	20/x2		B	4.0	+1d6 dam vs evil

SPELLS PER DAY

CLASS LEVEL

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 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

