Uwetsiageyv Hebeloma

Strix (Agathion-Invested) medium female RACE & LA GENDER SIZE Ancient Crow Crone 18

5'5" WEIGHT HEIGHT

120 lbs black feathers HAIR

white EYES

black SKIN

RACE & LA	.9	,	SIZ	E	GENDER	1	HEIGHT WEIGHT			EYES	SK	IN	101	Τŀ	11	71	n	76	41	
18	Lawful Goo	<u>d</u>	Ancie	nt Crow	Crone		Devil's Perch,						R	OLEI	PIL	AYI	ng.	GAI		0
		Commo		nia Calaa	tial Gian	Troopt	Dwarven, Aquan,			Drotoon	Abvece	al Cylvon			C 11	1 11:				
LANGUAGE	s: Strix, Tengu,	Commoi	n, Draco	nic, Celes	stiai, Gian	i, i reani,	Dwarven, Aquan,	iniernai, At	poletn, Auran,	Protear	i, Abyssa	ai, Sylvan	Original by Ne	ceros. Modif	ried by	/ abellius@	)yahoo.co	m. Versio	on 1.0.201	2
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							FEATURES						☐ SLEIGHT OF HAN	ND +	DEX	_		4		
Class	Librarian H	D. 46.	ekille:			IAL TRAITS,	FEATS, AND CHARACTER F Race: Strix;		· Low-light	Vicion	& Dar	kvision	✓ SPELLCRAFT		INT		20	11	3	_
													*□ STEALTH •  *□ SURVIVAL		DEX WIS	_	6	1		
	Prof: None;	<u> </u>			dagger	, starr	+2 save vs ill						*□ Swim •		STR	_	1	1		
Faction	n: Commun	ity of L	ibraria	ns			Move 30; Fly	60 (ave	rage); +1 a	ttack	vs hum	nans	■ USE MAGIC DEV		СНА	23	19	1	3	
Arcane	Bond: Libra	ry Card	d; Arcaı	ne Scho	ol: Divi	nation								STR						
Library	Privilieges:	Resea	arch +	8/+16/+	-24; Gu	ests 3								STR						
Disser	tation: Multi	discipl	inarv S	Studies			Feat: Scribe	Scroll						STR						
	ction: Summ				n (B4) (	1/day)	Spell Focus (Div		Greater Spell F	Focus (f	Divinatio	n) +2 DC		STR						
					, .		<u> </u>	,,					MARK A 🗆 TO SHOW A	STR CLASS SKILL.	CLASS	S SKILLS W	ITH RANK	S GAIN A	-3 TRAINE	D BONUS
	ds: Summo						Spell Specialization (				alization (N	nina inrust)	* SKILL CAN B	E USED UNTI	RAINE	D + AR	MOR CHEC	K PENALT	Y APPLIES	
Results: 5	Summon Clockwor	k Librariar	n (AP-4) or	r Chrestoma	ath (AP-63)	(1/day)	Clever Defen						EXPERIEN slow ☐ MEDIUM ☑		L	3,600	,000	/ 3	3,600,0	000
Discussion	on: summon eith	ner a Con	ntract Dev	/il (B3) or H	Heresy De	vil (B5)	Lesser Guard	dian Scro	oll; Guardia	ın Scr	oll				_	BASE	FLY	SWIM	CLIMB	міѕс
Conclu	usion: Sumr	non A	pkallu	(B5) (1/	/day)		Improved, Gr	reater &	Advanced	Guard	ian Sc	roll	SPEED		][3	30	60			
							Maximize (+3),	Extend (-	+1) & Silent	(+1) Me	eta-mag	jic Feats	INIT	4	] =	4	DEX			MISC MOD
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	wer	N NA *** -	DESCRIPT	an.			ATTACK MODICINE	c					DANICS	DE 197	CHT.				TEC	
	WEAP	∠N NAME &	DESCRIPTIO	O IN			ATTACK MODIFIER	J	D/	AMAGE		CRITICA	L RANGE TY	PE WEIG	un!		AM	MMO & NO	1153	

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		В	4.0	+1d6 dam vs evil

	FEATS & SPECIAL ABILITIES						F	EATS &	SPECIA	AL ABILITIES			
۸۵	athion Invested Template: (Advanced Bestiary)		USES/DAY	USED		nathion l	nvested Templ	NAME				USES/DAY	USED
_	ilities as (Avoral) but black (raven) in appearance						Dex +2 Cha	ate. (COI	illiueu)				
_	otypes: good and shapechanger; Alignment: Any no	n ovil			<b>⊣</b> ⊢			ago to av	oral (at	will) (12 rnds/d	lav)		
-	fensive Ability: +4 sacred bonus on saves vs. poison and pe									ed and native s			
_		etriication			-1 -						ubtype		
	fensive Ability: electricity resistance 20.						onus to Percer		w-iight v	ision			
_	Ill Vulnerability (Ex): Dismissal or dispel good (Will save or lose templat						h; Move 40, Fl		<u>" 10 0</u>	N 40			
_	ell Vulnerability: Banishment (Will save or lose temp	olate)	-				x 20, Con 23, I						
_	cred Attacks (Su): +1d6 dam vs evil				4 F	pell-like	Abilities: true	seeing, l	olur (sel	f only) (1/day)			
<u> </u>	ell-like Abilities: gust of wind , speak with animals	(3/day);			4 F								
Sp	ell-like Abilities: lightning bolt (1/day)				In	habited (	Su) - The creat	ture is in	habited	by the Agathior	ı		
	EQUIPMENT & MAGIC ITEMS						E	OUIPMI	ENT & I	MAGIC ITEMS			
ж	spellbook	QTY / USES	WGT N/A	WEIGHT	ж			ITEM			QTY / USES	WGT N/A	WEIGHT
	· · · · · · · · · · · · · · · · · · ·	+			┨╟	-							
	Headband of Vast Intelligence +6				┨┝	1							
_	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lv	1	-		┨┝						$\vdash$		
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V				$+\vdash$								
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	CHEST:												
	EYES:												
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		GOLD			-			$\vdash$					_
	HEAD:	SILVER			-			$\vdash$					
НЕ	:ADBAND:				-								
	NECK:	COPPER						Henr	MEDITOR	LOADS &		LIETOSS	DBAC 1
	RING:							LIGHT	LOAD	LOAD	HEAD	GROUND	PUSH
	RING:	ARMOR &			ED WE		TOTAL	44	88	132 MODIFIED	132	264	660
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	WRIST:	5.0	0.0		0.0		5.0	CURRENT	LOAD	LIGHT 🗹 M	EDIUM 🗖	HEAV	vy 🔲

			SPELLS PER DAY BLOODLINES & PATRONS				SPELLS P	ER DAY		
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			ABILITY SPELLS BLOODLINE/PATRON					ABILITY		SPELLS
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3F1 / 2 LV		TOTAL	CLASS ABILITY OTHER CURRENT POINTS		3F1 / Z L	TOTAL	. –	WRITILL OTHE	,	URRENT POINTS
SPE	LL ITS	0	PROHIBITED		SPI					
			SPELLS							
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOO		DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divinat		1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one creature or small object.  Detect Poychia Significance Find poychiaelly charged items	Divinat		instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.	Divinat		instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check			1 min	touch	will	yes	PC:TEoG
_			Grasp - Reroll failed Climb check at -2.	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			1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spellbooks.	Divinat		10 min/lvl	personal	none	no	PRG:CRB
$\vdash$			Sift - See area as though examining it.	Divinat	ion	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.	Divinat	ion	10 min/lvl	long	none	no	PRG:APG
<u> </u>			Detect Animals or Plants - Detects kinds of animals or plants.	Divinat	-	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, compulsion, and possession of all creatures in area			1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment			10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects or creatures within a 60-foot cone.	Divinat		1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in the surrounding area.	Divinat		10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	Divinat		1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals natural or primitive traps.	Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other worshipers of your deity.	Divinat		1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead within 60 ft.	Divinat		1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance			1 rnd/lvl	personal	none	no	PRG:UC
1			Know the Enemy - Gain +10 on a monster Knowledge check.	Divinat		instant	personal	none	no	
1			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities			1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divinat		instant	close	will	yes	
1			Speak with Animals - You can communicate with animals.	Divinat		1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack 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

			SPELLS			4			
LEVEL 2	PREP	USED	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/lyl	60'	will	no	PRG:UI
2			Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	will	no	PRG:UI
2			Detect Desires - Learn what creatures desire.  Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2					1 min/lvl	60'			PRG:UI
2			Detect Magic, Greater - As detect magic, but learn more information.  Detect Thoughts - Allows "listening" to surface thoughts.	Divination		60'	none will	no	PRG:CRB
2				Divination	1 min/lvl			no	PRG:CRB
2			Find Traps - Notice traps as a rogue does.	Divination	1 min/lvl	personal	none	no	
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PRG:CRB
			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	-	
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	<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		PPC:MaTT
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none		PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	-	PPC:ArA
3			Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	-	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	_	PRG:CRB
4			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination	conc.	personal	none	_	PRG:CRB
4			Detect Scrying - Alerts you to magical eavesdropping	Divination	24 hrs	40'	none	_	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	<u> </u>	PRG:OA
4			Mind Thrust I, Communal - As mind thrust I, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
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			4			
LEVEL 5	PREP	USED	Commune - Deity answers one yes-or-no question/level.	SCHOOL Divination	1 rnd/lvl	personal	none	sr 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	
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will	<u> </u>	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
ا ا			relepatific bond - Link lets allies confindincate.	Divination	1 111/101	1 IIIIIC	HOHE	110	T NO.OND
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	ves	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
						F			
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
H									
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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