

Wahuhi

Hebeloma

CHARACTER Syrix medium male

PLAYER 5'6" 140 lbs white feathers golden -

RACE & LA 22 Lawful Evil Malthus (BotD1, ISG)

HEIGHT WEIGHT HAIR EYES SKIN Mountain Aeries, Arcadia

AGE ALIGNMENT DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Syrix, Common, Auran, Infernal, Strix



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

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (12, 1, 12), DEX (12, 1, 14, -2), CON (12, 1, 12), INT (16, 3, 16), WIS (13, 1, 11, 2), CHA (10, 0, 10).

HITPOINTS table with columns: CURRENT HP (8), HP GAINED (7), HD (1), CLASS NAME (Librarian), BAB (0), SKILL (6), FC HPS (1), FORT (0), REF (0), WILL (2), LEVELS (1).

CLASS RECORDER table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: Librarian, 0, 6, 1, 0, 0, 2, 1.

ABILITY SCORE & RACIAL NOTES table

CONDITIONS & MISCELLANEOUS TRACKING table

SKILLS table with columns: SKILL, DEX, INT, CHA, STR, WIS, RANKS TOTAL (6), ABILITY, TRAINED, MISC.

ATTACKS & DEFENSE

Armor Class table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC (14), TOUCH (14), FLAT-FOOT (13).

SAVING THROWS

Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT (1), REF (1), WILL (3).

ATTACKS

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE (1), RANGED (1), CMB (3), CMD (15).



FEATS & FEATURES

Class Features, Racial Traits, Feats, and Character Features table. Includes: Class: Librarian HD: d6; skills: 2 + Int Mod; Race: Syrix; 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 +1/+2/+3; Guests 0; Dissertation: Psychiatry; Race: Syrix; Medium; Low-Light Vision & Darkvision; Move 30; Fly 60 (average); +2 save vs mind-affecting; +2 Perception & Stealth @ night; Speak with Avians: Speak w/ birds and avian magical beasts; Feat: Scribe Scroll; Clever Defense - +Int Mod to AC.

Skills table with columns: SKILL, DEX, INT, CHA, STR, WIS, RANKS TOTAL (6), ABILITY, TRAINED, MISC. Includes: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT (books), DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN (all), KN (various), LINGUISTICS, PERCEPTION, PERFORM, PROF: (Librarian), RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

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 table with columns: EXPERIENCE, SLOW, MEDIUM, FAST. Value: 0 / 2,000.

SPEED table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Value: 30, 60.

INIT table with columns: INIT, DEX MOD, MISC MOD. Value: 1.

HERO table

SR and DR table

RESISTANCES table

POOL POINTS table

ARMOR & WEAPONS

Armor table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows: None.

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: dagger (+1, 1d4+1, 19-20/x2, 10, P,S, 1.0), quarterstaff (+1, 1d6/1d6+1, 20/x2, B, 4.0).

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0	4	4			
14	1st	3	2	1		
	2nd			1		
	3rd			1		
	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				

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			Heightened Awareness Your recall and ability to process information improve.	Divination	10 min/lvl	personal	none	no	PRG:ACG
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			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Psychic Reading - Read surface thoughts to learn information about a subject.	Divination	1 rnd	close	none	yes	PRG:OA
1			Whispering Lore - You are able to gain knowledge from the land itself.	Divination	10 min/lvl	personal	none	no	PRG:ARG