Wahuhi Hebeloma CHARACTER PLAYER Syrinx medium male 5'6" 140 lbs white feathers golden HAIR

WEIGHT RACE & LA GENDER SIZE HEIGHT Malthus (BotD1, ISG) 22 AGE Lawful Evil

Mountain Aeries, Arcadia

EYES



AGE ALIGNMENT DEITY LANGUAGES: Syrinx, Common, Auran, Infernal, Strix, Cele:	HOMELAND & BACKGROUND OCCUPATION	ION				by Neceros.							
	HITDOINT	·c							,				
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE	MP HITPOINT	HP GAINED	нр	CLASS		SS RE	BAB		FC HPS	FORT	REF	WILL	LEVELS
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CON 12 1 12													
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AC 16 -10+ 0 0 1			PENALTY		CLIMB • CRAFT: (bo	nks)		_	3	5	5	3	
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	& FEATURES				SLEIGHT O			EX			1		
	RAITS, FEATS, AND CHARACTER FEATURES	l over limber	/inion O D		SPELLCRAF	т		_	3	5	5	3	
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Syrinx; Medium		rision & Dai		STEALTH • SURVIVAL			IEX /	1		1		
Armor Prof: None; Weapon Prof: club, dagger, st	aff Move 30; Fly 60 (aver	rage)			SWIM +			TR .	1		1		
Faction: Community of Librarians	+2 save vs mind-affecting	g; +2 Percept	ion & Stealth		USE MAGIC	DEVICE	CH	_	3	3	0	3	
Arcane Bond: Library Card; Arcane School: Divinat	ion Speak with Avians: Spea	k w/ birds and	avian magica	al beasts			STR		\perp		\Box		
Library Privilieges: Research +3/+6/+9; Guests 1							STR	\vdash	+				
Dissertation: Psychiatry	Feat: Scribe Scroll						STR		+				
)t- 0 "=	/5: ::	<u> </u>	<u> </u>		STR		\bot				
Introduction: +1 Intimidate	Spell Focus (Divination), 0						STR						
	Spell Specialization (Mind Thrust),	+2 lvl; Greater Spe	II Specialization (M	Mind Thrust) N	IARK A 🗖 TO SH * SKILL	OW A CLASS	SKILL. CLA D UNTRAII	ASS SKILL NED *	S WITH	CHECK P	AIN A +3 PENALTY	TRAINED APPLIES	BONUS.
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	R & WEAPONS				POOL POI	NTS							
ARMOR NAME & DESCRIPTION	AC BONUS M.	AX DEX PENALTY S	PELL FAIL TYPE	WEIGHT									=
ARMOR None				$\sqcup \sqcup \sqcup$									
SHIELD None													
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAM	IAGE	CRITICAL	RANGE	TYPE	WEIGH.	т		АММС	0 & NOTE	s	
dagger +1	+4		1+2	19-20/x2		P,S	1.0	$\overline{}$					
guarterstaff +2	+5	1d6/1		20/x2	1.5	В	4.0	_					\dashv
quarterstall 12	+0	100/1	uu-u	20/32		ט	4.0	+					

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			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
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		TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED			TOTAL	CLASS A	BILITY OTHE	R C	JERENT POINTS
SPE	NTS	0		PROHIBITED		SPI	NTS 0				
				SPELLS							
LEVEL	PREP	USED	Detect Magic - Detects all spells ar	Me & DESCRIPTION	scнооі Divinat		1 min/lvl	RANGE 60'	none	sr no	REFERENCE PRG:CRB
			Detect Poison - Detects poison in c		Divinat		instant	close	none	no	PRG:CRB
			Detect Psychic Significance - Find	•	Divinat		instant	40'	none	no	PRG:OA
0				re gains +2 on one Diplomacy or Intimidate check.	Divinat		1 min	touch	will	yes	PC:TEoG
			Grasp - Reroll failed Climb check a		Divinat		instant	touch	fort	<u> </u>	PPC:HotD
0			Know Direction - You discern north		Divinat	_	instant	personal	none	no	PRG:CRB
				on one attack roll, saving throw, or skill check.	Divinat		1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	-	Divinat		10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining		Divinat		instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals preser	nce of aberrations.	Divinat	ion	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	kinds of animals or plants.	Divinat	ion	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, cor	mpulsion, and possession of all creatures in area.	Divinat	ion	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals	creatures, spells, or objects of selected alignment.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal ob	jects or creatures within a 60-foot cone.	Divinat	ion	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	in the surrounding area.	Divinat	ion	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide	den doors within 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n	natural or primitive traps.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w	orshipers of your deity.	Divinat	ion	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v	vithin 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures	and items of one alignment emit a ghostly radiance.	Divinat	ion	1 rnd/lvl	personal	none	no	PRG:UC
1			Heightened Awareness Your recal	I and ability to process information improve.	Divinat	ion	10 min/lvl	personal	none	no	PRG:ACG
1			Mental Block - Prevent the target from	n using its skill ranks, spells, feats, and abilities.	Divinat	ion	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 p	oints of damage per level.	Divinat	ion	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great de		Divinat	ion	instant	touch	will	yes	PRG:OA
1			Psychic Reading - Read surface the	oughts to learn information about a subject.	Divinat	ion	1 rnd	close	none	yes	PRG:OA
1			Whispering Lore - You are able to	gain knowledge from the land itself.	Divinat	ion	10 min/lvl	personal	none	no	PRG:ARG
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	2	0.	SPELLS			.00		·	
LEVEL 2	PREP	USED	NAME & DESCRIPTION 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/lvl	60'	will		PRG:UI
-						60'		no	
2			Detect Desires - Learn what creatures desire.	Divination	1 min/lvl		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	-	
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			Hypercognition - Rapidly recall everything you know about a subject.	Divination	instant*	personal	none	no	PRG:OA
2			Mindshock - Add 1d4 damage to physical attack. A critical causes confusion.	Divination	1 rnd/lvl	personal	none	no	PRG:00
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		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	-	PRG:CRB
3				Divination	24 hrs			_	PPC:DA
<u> </u>			See Beyond - You attune your mind and your sight to the hidden world of spirits.			personal	none	no	
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	
3			Mind Probe - Learn answers from a subject's memories.	Divination	1 rnd/lvl	close	will	-	PRG:CRB
3			Retrocognition - Gain psychic impressions from past events in a location.	Divination	1 min/lvl	personal	none	no	PRG:CRB
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