

Wahuhi
 CHARACTER
 Syrix medium male
 RACE & LA SIZE GENDER
 22 Lawful Evil Malthus (BotD1, ISG)
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER
 5'6" 140 lbs white feathers golden -
 HEIGHT WEIGHT HAIR EYES SKIN
 Mountain Aeries, Arcadia
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Syrix, Common, Auran, Infernal, Strix, Celestial, Cyclops

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	12	1	14	-2		
CON	12	1	12			
INT	20	5	16	2	2	
WIS	13	1	11	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
32	27	5	Librarian	2	34	5	1	1	4	5
TOTAL HP			TOTALS							
32			2							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	1			5		
TOUCH	16	-10+			1			5		
FLAT-FOOT	15	-10+	0	0	0			5		

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	34
<input type="checkbox"/> ACROBATICS	DEX	1	1		
<input checked="" type="checkbox"/> APPRAISE	INT	11	3	5	3
<input type="checkbox"/> BLUFF	CHA	0		0	
<input type="checkbox"/> CLIMB	STR	1		1	
<input checked="" type="checkbox"/> CRAFT: (books)	INT	13	5	5	3
<input type="checkbox"/> DIPLOMACY	CHA	0		0	
<input type="checkbox"/> DISABLE DEVICE	DEX			1	
<input type="checkbox"/> DISGUISE	CHA	0		0	
<input type="checkbox"/> ESCAPE ARTIST	DEX	1		1	
<input type="checkbox"/> FLY	DEX	1		1	
<input type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	3	2	0	1
<input checked="" type="checkbox"/> KN: (all)	INT	13	5	5	3
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input checked="" type="checkbox"/> LINGUISTICS	INT	9	1	5	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	9	5	1	3
<input type="checkbox"/> PERFORM:	CHA	0		0	
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	9	5	1	3
<input type="checkbox"/> RIDE	DEX	1		1	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	13	5	5	3
<input type="checkbox"/> STEALTH	DEX	1		1	
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	1		1	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	6	3	0	3
<input checked="" type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				



SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	2	1	1			
REF	2	1	1			
WILL	5	4	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3		1			
RANGED	3		1			
CMB	7	2	INT	5		
CMD	19	-10+	B2B	5	2	

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod
 Race: Syrix; Medium; Low-Light Vision & Darkvision
 Armor Prof: None; Weapon Prof: club, dagger, staff
 Move 30; Fly 60 (average)
 Faction: Community of Librarians
 +2 save vs mind-affecting; +2 Perception & Stealth @ night
 Arcane Bond: Library Card; Arcane School: Divination
 Speak with Avians: Speak w/ birds and avian magical beasts
 Library Privileges: Research +3/+6/+9; Guests 1
 Dissertation: Psychiatry
 Introduction: +1 Intimidate
 Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
 Spell Specialization (Mind Thrust), +2 Int; Greater Spell Specialization (Mind Thrust)
 Clever Defense - +Int Mod to AC
 Lesser Guardian Scroll
 Maximize Spell Metamagic (+3)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +1	+4	1d4+2	19-20/x2	10	P,S	1.0	
quarterstaff +2	+5	1d6/1d6+3	20/x2		B	4.0	

EXPERIENCE		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	15,000	/	23,000	
SPEED		30	60			
INIT	1	=	1	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS						

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	5	5			
18	1st	6	4	2		
19	2nd	4	3	1		
20	3rd	3	2	1		
	4th			1		
	5th			1		
	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

