

**Wahuhi**  
 CHARACTER: **Syrinx** medium male  
 RACE & LA: **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**  
 HOMETELAND & BACKGROUND OCCUPATION  
 LANGUAGES: **Syrinx, Common, Auran, Infernal, Strix, Celestial, Cyclops, Gnome, Elven**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>DEX</b>	<b>12</b>	<b>1</b>	<b>14</b>	<b>-2</b>		
<b>CON</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>INT</b>	<b>24</b>	<b>7</b>	<b>16</b>	<b>4</b>	<b>4</b>	
<b>WIS</b>	<b>13</b>	<b>1</b>	<b>11</b>	<b>2</b>		
<b>CHA</b>	<b>10</b>	<b>0</b>	<b>10</b>			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>62</b>	<b>52</b>	<b>10</b>	<b>Librarian</b>	<b>5</b>	<b>78</b>	<b>10</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>10</b>	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	<b>62</b>	<b>FAVORED CLASS</b>	<b>Librarian</b>	<b>TOTALS</b>	<b>5</b>	<b>78</b>	<b>10</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>10</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>22</b>	-10+	<b>4</b>	<b>0</b>	<b>1</b>			<b>7</b>		
<b>TOUCH</b>	<b>18</b>	-10+			<b>1</b>			<b>7</b>		
<b>FLAT-FOOT</b>	<b>21</b>	-10+	<b>4</b>	<b>0</b>	<b>0</b>			<b>7</b>		

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	78
<input type="checkbox"/> ACROBATICS	DEX	1	1		
<input checked="" type="checkbox"/> APPRAISE	INT	13	3	7	3
<input type="checkbox"/> BLUFF	CHA	0		0	
<input type="checkbox"/> CLIMB	STR	1		1	
<input checked="" type="checkbox"/> CRAFT: (books)	INT	20	10	7	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	4	3	1	
<input type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	10	7	0	3
<input checked="" type="checkbox"/> KN: (all)	INT	20	10	7	3
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> KN:	INT			7	
<input checked="" type="checkbox"/> LINGUISTICS	INT	11	1	7	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	14	10	1	3
<input type="checkbox"/> PERFORM	CHA	0		0	
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	14	10	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	20	10	7	3
<input type="checkbox"/> STEALTH	DEX	6	5	1	
<input type="checkbox"/> SURVIVAL	WIS	2	1	1	
<input type="checkbox"/> SWIM	STR	1		1	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	11	8	0	3
<input type="checkbox"/>	STR				
<input 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	
<b>FORT</b>	<b>4</b>	<b>3</b>	<b>1</b>			
<b>REF</b>	<b>4</b>	<b>3</b>	<b>1</b>			
<b>WILL</b>	<b>10</b>	<b>7</b>	<b>1</b>	<b>2</b>		

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	<b>6</b>	<b>5</b>	<b>1</b>			
<b>RANGED</b>	<b>6</b>	<b>5</b>	<b>1</b>			
<b>CMB</b>	<b>12</b>	<b>5</b>	<b>INT</b>	<b>7</b>		
<b>CMD</b>	<b>24</b>	-10+	<b>B5B</b>	<b>7</b>	<b>STA &amp; DEFLECT</b>	<b>2</b>

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

Class: Librarian HD: d6; skills: 2 + Int Mod  
 Race: Syrinx; 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 +5/+10/+15; Guests 2  
 Dissertation: Psychiatry  
 Feat: Scribe Scroll  
 Introduction: +3 Intimidate  
 Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC  
 Methods: Immediately cause foe -2 on an attack, damage or save (2/day)  
 Spell Specialization (Mind Thrust), +2 Int; Greater Spell Specialization (Mind Thrust)  
 Research: Secretly cast suggestion (1/day)  
 Clever Defense - +Int Mod to AC  
 Lesser Guardian Scroll; Guardian Scroll  
 Maximize Spell Metamagic (+3)  
 Improved Guardian Scroll

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  **105,000 / 155,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>30</b>	<b>60</b>				

**INIT** **1** = **1** DEX MOD +  MISC MOD

**HERO**

**SR**  **DR** **5/chaos**

**RESISTANCES**

**POOL POINTS**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
<b>Lesser Librarian's Cloak</b>	<b>4</b>					
<b>SHIELD</b> None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
<b>dagger +1</b>	<b>+7</b>	<b>1d4+2</b>	<b>19-20/x2</b>	<b>10</b>	<b>P,S</b>	<b>1.0</b>	
<b>quarterstaff +3</b>	<b>+9</b>	<b>1d6/1d6+4</b>	<b>20/x2</b>		<b>B</b>	<b>4.0</b>	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	Headband of Vast Intelligence +4			
	Lesser Librarian's Cloak +4 AC, +2 Will, DR5/chaos			
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
5.0	0.0	0.0		5.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	5	5			
20	1st	7	5	2		
21	2nd	7	5	2		
22	3rd	6	4	2		
23	4th	5	4	1		
24	5th	4	3	1		
	6th			1		
	7th			1		
	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

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Augury - Learns whether an action will be good or bad.	Divination	instant	personal	none	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	no	PRG:UI
2			Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	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	yes	PRG:OA
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:OO
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	no	PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	yes	PPC:ArA
3			Mind Thrust III - As mind thrust I, but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	yes	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			Mind Probe - Learn answers from a subject's memories.	Divination	1 rnd/lvl	close	will	yes	PRG:CRB
3			Retrocognition - Gain psychic impressions from past events in a location.	Divination	1 min/lvl	personal	none	no	PRG:CRB
4			Commune with Nature - Learn about terrain for 1 mile/level.	Divination	instant	personal	none	no	PRG:CRB
4			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination	conc.	personal	none	no	PRG:CRB
4			Detect Scrying - Alerts you to magical eavesdropping	Divination	24 hrs	40'	none	no	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	yes	PRG:OA
4			Mind Thrust I, Communal - As mind thrust I, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
4			Telepathy - Communicate mentally with creatures within 100 ft.	Divination	1 min/lvl	100'	none	no	PRG:OA
4			Synapse Overload - Deal 1d6 points of damage per level (max 15d6) and stagger target for 1 minute.	Divination	instant	touch	fort	yes	PRG:OA
4			Dream Scan - Read a dreaming creature's thoughts.	Divination	1 min/lvl	any	will	yes	PRG:OA

