

**Wahuhi**  
 CHARACTER: **Syrinx** medium male  
 RACE & LA: **medium male**  
 SIZE GENDER  
 AGE: **22** ALIGNMENT: **Lawful Evil** DEITY: **Malthus (BotD1, ISG)**  
**Hebeloma**  
 PLAYER: **5'6" 140 lbs white feathers golden -**  
 HEIGHT WEIGHT HAIR EYES SKIN  
**Mountain Aeries, Arcadia**  
 HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: **Syrinx, Common, Auran, Infernal, Strix, Celestial, Cyclops, Gnome, Elven, Thassilonian, Azlanti, Abyssal, Sylvan, Orc**



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>28</b>	<b>9</b>	<b>16</b>	<b>6</b>	<b>6</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>122</b>	102	20	Librarian	10	199	20	6	6	12	20	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	<b>122</b>	<b>FAVORED CLASS</b>	Librarian	<b>TOTALS</b>	10	199	20	6	6	12	20

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>26</b>	-10+	4	0	1			11		
<b>TOUCH</b>	<b>22</b>	-10+			1			11		
<b>FLAT-FOOT</b>	<b>25</b>	-10+	4	0	0			11		

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	7	6	1			
<b>REF</b>	7	6	1			
<b>WILL</b>	15	12	1	2		

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	11	10	1			
<b>RANGED</b>	11	10	1			
<b>CMB</b>	19	10	INT	9		
<b>CMD</b>	33	-10+	10	11	2	

COMBAT NOTES & MODIFIERS

second attack BAB @ +5



SKILLS										
TOTAL	RANKS	ABILITY	TRAINED	MISC						
<input type="checkbox"/> ACROBATICS	DEX	1	1							
<input checked="" type="checkbox"/> APPRAISE	INT	25	13	9 3						
<input type="checkbox"/> BLUFF	CHA	0	0							
<input type="checkbox"/> CLIMB	STR	1	1							
<input checked="" type="checkbox"/> CRAFT: (books)	INT	32	20	9 3						
<input type="checkbox"/> DIPLOMACY	CHA	0	0							
<input type="checkbox"/> DISABLE DEVICE	DEX	2	1	1						
<input type="checkbox"/> DISGUISE	CHA	1	1	0						
<input type="checkbox"/> ESCAPE ARTIST	DEX	2	1	1						
<input type="checkbox"/> FLY	DEX	14	13	1						
<input type="checkbox"/> HANDLE ANIMAL	CHA	1	1	0						
<input type="checkbox"/> HEAL	WIS	2	1	1						
<input type="checkbox"/> INTIMIDATE	CHA	20	17	0 3						
<input checked="" type="checkbox"/> KN: (all)	INT	32	20	9 3						
<input type="checkbox"/> KN:	INT			9						
<input type="checkbox"/> KN:	INT			9						
<input type="checkbox"/> KN:	INT			9						
<input type="checkbox"/> KN:	INT			9						
<input checked="" type="checkbox"/> LINGUISTICS	INT	14	2	9 3						
<input checked="" type="checkbox"/> PERCEPTION	WIS	24	20	1 3						
<input type="checkbox"/> PERFORM:	CHA	0	0							
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	24	20	1 3						
<input type="checkbox"/> RIDE	DEX	1	1							
<input type="checkbox"/> SENSE MOTIVE	WIS	6	5	1						
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1						
<input checked="" type="checkbox"/> SPELLCRAFT	INT	32	20	9 3						
<input type="checkbox"/> STEALTH	DEX	16	15	1						
<input type="checkbox"/> SURVIVAL	WIS	12	11	1						
<input type="checkbox"/> SWIM	STR	1	1							
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	21	18	0 3						

**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 +8/+16/+24; Guests 3	
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
Discussion: Cause target to forget a weapon proficiency, spell, skill or feature for 1 hr.	Lesser Guardian Scroll; Guardian Scroll
Conclusion: Plant false memory of a traumatic event, panicked 10 min (1/day)	Maximize (+3), Threnodic (+2) & Studied (+2) Meta-magic Feats
	Improved, Greater & Advanced 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  **3,600,000 / 3,600,000**

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

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

HERO

SR **30** DR **10/chaos**

RESISTANCES

POOL POINTS

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Greater Librarian's Cloak	4					
Shield: None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +2	+13	1d4+3	19-20/x2	10	P,S	1.0	
quarterstaff +4	+15	1d6/1d6+5	20/x2		B	4.0	

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 +6			
	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lvl			
	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="checked" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
23	0	5	5			
24	1st	8	5	3		
25	2nd	8	5	3		
26	3rd	8	5	3		
27	4th	7	5	2		
28	5th	7	5	2		
29	6th	7	5	2		
30	7th	7	5	2		
31	8th	6	5	1		
32	9th	6	5	1		

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

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rd/lvl	personal	none	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	PRG:OA
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will	yes	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			Symbol of Scrying - Triggered rune activates scrying sensor.	Divination	10 min/lvl	any	none	no	PRG:UM
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	yes	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			Scrying, Greater - As scrying, but faster and longer.	Divination	1 hr/lvl	any	will	yes	PRG:CRB
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 rd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	close	will	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	none	no	PPPH:L
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 rd/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