Hoi Thauk Hebeloma Zef medium male 3'6" 51 lbs none black pea green WEIGHT EYES SKIN RACE & LA SIZE GENDER HEIGHT HAIR 105 Lawful Neutral Valashmai Sea

HOMELAND & BACKGROUND OCCUPATION Gozreh DEITY



LANGUAGES: Common, Aquan and more (see below for fu	Il list of languages)	ON				by Neceros.				oo.com.	Version	.0.2012	
	HITPOINT	'S			CLA	SS REC	CORI	DER					
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ABILITY SCORE & RACIAL NOTES	CONDITIONS	E WISCELLAREOUS II	ACKING						TAL RA	NKS AI	BILITY T	OTAL RAINED	9 MISC
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SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE N	MISC TEMP	1			■ ESCAPE ART ■ FLY •	1131 *					0		
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FEATS	& FEATURES				☐ SLEIGHT O			EX			0		
	RAITS, FEATS, AND CHARACTER FEATURES	4:4b	::-) (0	ODDD 040\	SPELLCRAF	г		NT (_	1	5	3	
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Zef (humanoid; aqua				■ STEALTH • ■ SURVIVAL			_			0 4	-	4
Armor Prof: None; Weapon Prof: club, dagger, si	Racial Buoyancy -20;	Depth Tole	rance 2,40	o leet	□ Swim •			TR	_	1	0		
Faction: Community of Librarians	Gilled: Water-breather	r; Amphibiou	s air for 1/		USE MAGIC			HA (5	1	2	3	
Arcane Bond: Library Card; Arcane School: Divinat	ion Small +1 attack; +1 AC	C; -1 CMB; -	1 CMD; +4	+ Steaitii	_ _		STR STR	\vdash	+				
Library Privilieges: Research +1/+2/+3; Guests 0 Inborn Knowledge: +1 Knowledge skill @ first lev							STR						
Spontaneous Casting: for spells w/ detect, find, locate or see in na	Protective Shell: DR	5+lvl/- but b	lind & para	aivzeu .			STR		\perp				
Bonus Skill Ranks +1 Prof odd Ivl; +1 Craft even			-		_ _		STR						
Dissertation: Gastropod Biology	Clever Defense (Ex) +	Int Mod to	AC		MARK A 🗆 TO SH		SKILL. CL	ASS SKILL	S WITH F	ANKS GA	IN A +3	RAINED	BONUS.
Introduction: Consult the Grandfather Worm (1/d.				<u>,, , , , , , , , , , , , , , , , , , ,</u>		. CAN BE USED	UNIRAL	1450		Intuk P			
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WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAM		CRITICAL	RANGE	TYPE	WEIGH	$\overline{}$		АММО	& NOTE	S	
dagger	+1	10		19-20/x	_	P,S	1.0	_					
quarterstaff	+1	1d6	1d6	20/x2		В	4.0						

	FEATS & SPECIAL ABILITIES						F	EATS	& SPECI	AL ABIL	ITIES			
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	CHEST:													
	EYES:													
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	HANDS:	PLATINUM												L
	HEAD:	GOLD												
н	EADBAND:	SILVER												
	NECK:	COPPER								LO	ADS & I	IET		
	RING:							LIGHT	MEDIUM LOAD		ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		C	ARRI	ED WE	IGHT		33	67	100	N	100	200	500
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	SPELLS PER DAY			BLOODLINES & PATRONS	BLOODLINES & PATRONS					SPELLS PER DAY						
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CDE		TOTAL	CLASS ABILITY OTHER CURK	PROHIBITED PROHIBITED		CDEL	TOTAL	CLASS A	BILITY OTHE	R CU	RRENT POINTS					
SPE		0		PROHIBITED		SPEL POINTS	0									
				SPELLS												
0	PREP	USED	Detect Magic - Detects all s	NAME & DESCRIPTION Spells and magic items within 60 ft.	Divinati		min/IvI	60'	none	no	PRG:CRB					
0			Detect Poison - Detects poi	ison in one creature or small object.	Divinati	on i	nstant	close	none	no	PRG:CRB					
0			Detect Psychic Significance	e - Find psychically charged items.	Divinati	on i	nstant	40'	none	no	PRG:OA					
0			Enhanced Diplomacy - Touche	ed creature gains +2 on one Diplomacy or Intimidate check.	Divinati	on 1 min		touch will		yes	PC:TEoG					
0			Grasp - Reroll failed Climb	check at -2.	Divinati	on i	nstant	touch	fort	yes	PPC:HotD					
0			Know Direction - You disce	Divinati	on i	nstant	personal none		no	PRG:CRB						
0		Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.					1 min	touch	will	yes	PRG:CRB					
0			Read Magic - Read scrolls	Divinati	on 10) min/lvl	personal	none	no	PRG:CRB						
0			Sift - See area as though ex	Divinati	on i	nstant	30'	none	no	PRG:APG						
1			Detect Aberration - Reveals	s presence of aberrations.	Divinati	on 10) min/lvl	long	none	no	PRG:APG					
1			Detect Animals or Plants - I	Detects kinds of animals or plants.	Divinati	on 10) min/lvl	long	none	no	PRG:CRB					
1				harm, compulsion, and possession of all creatures in area.	Divinati		min/lvl	60'	none	no	PC:ASL					
1				Reveals creatures, spells, or objects of selected alignment.	Divinati) min/lvl	60'	none		PRG:CRB					
1				netal objects or creatures within a 60-foot cone.	Divinati		min/lvl	60'	none	no	PPC:PotR					
1				adiation in the surrounding area.	Divinati) min/lvl	120'	none	no	PCS:TG					
1				eals hidden doors within 60 ft.	Divinati		min/lvl	60'	none		PRG:CRB					
1				eveals natural or primitive traps.	Divinati) min/lvl	60'	none		PRG:CRB					
1			Detect the Faithful - Detect Detect Undead - Reveals u	other worshipers of your deity.	Divinati		min/lvl	60' 60'	none		PC:TEoG PRG:CRB					
1				reatures and items of one alignment emit a ghostly radiance.	Divinati Divinati		rnd/lvl		none		PRG:UC					
1				You understand all spoken and written languages.	Divinati) min/lvl	personal personal	none	no	PRG:CRB					
1			Cultural Adaptation - Adapt		Divinati) min/lvl	personal	none	no	PRG:UI					
1			Identify Gives - +10 bonus	Divinati		rnd/lvl	close	none		PRG:CRB						
1			Mind Thrust I - Mentally dea	Divinati		nstant	close	will		PRG:OA						
1				Language - Subject understands chosen language.			24 hrs	touch	will	-	PRG:APG					
1				rchic impressions left on an object.	Divinati			touch	none	no	PRG:OA					
1				Charisma ability checks and Charisma-based skill checks.	Divinati		min/lvl	personal	none		PCS:ISG					
			. ,							-						