

Librarian
Prime Requisite: INT
Requirements: none
Hit Dice: d4
Maximum level: 14

lvl	XP	Title
1	0	Collector
2	1900	Volunteer
3	3800	Bibliosoph
4	7600	Clerk
5	15200	Cataloger
6	30400	Archivist
7	60800	Researcher
8	120000	Curator
9	270000	Librarian
10	420000	Scroll Saver
11	570000	Codex Keeper
12	720000	Bibliophile
13	870000	Bookmaster
14	1020000	Head Librarian

	1	2	3	4	5	6
1						
2						
2	1					
2	2					
2	2	1				
2	2	2				
3	2	2	1			
3	3	2	2			
3	3	3	2	1		
3	3	3	3	2		
4	3	3	3	2	1	
4	4	3	3	3	2	
4	4	4	3	3	2	
4	4	4	4	3	3	

A Librarian may not be much of a fighter; he cannot fling fireballs as a mage, or heal the wounded as a cleric. And yet, his skills as a researcher and investigator are unmatched. Librarians advance in **saving throws** as a cleric; they can wear **no armor**, and can only use **staves, whips, slings, or darts**. As part of their **Librarian's Code**, they must study and organize their books at least an hour a day, though this can be met by studying spells or other research.

Librarians are, obviously, adept at **quiet spellcasting**, casting spells with minimum noise and gestures; even bonds short of a full gag still allow them to cast. Having trained at the **Research Desk**, Librarians reduce the cost of researching spells by 10%. Additionally, with deep knowledge of **cheap books**, Librarians may treat any library he uses as 4,000 gp higher value.

At level 1, all Librarians begin with two levels of **Loremastery** and one level of **Collegiate Wizardry**. At level 3, the librarian may **scribe scrolls**.

At level 5, this grows to **three** levels of Loremastery, and **two** levels of Collegiate Wizardry, **Alchemy**, and **Magical Engineering**. Additionally, they may **research spells**.

At level 7, librarians gain a **third** level of Collegiate Wizardry, Alchemy, and Magical Engineering, as well as a level in **Theology**, and gain the ability to **brew potions**.

At level 9, Librarians may **create magical items**.

At level 11, Librarians may **cast ritual spells**.

Librarian Proficiency List

Battle Magic, Beast Friendship, Black Lore of Zahar, Contemplation, Craft, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Healing, Illusion Resistance, Knowledge, Language, Mapping, Mystic Aura, Naturalism, Performance: Dramatic Reading, Profession: Librarian, Prestidigitation, Profession, Read Languages, Research Desk*, Sensing Power, Soothsaying, Theology, Transmogrification, Unflappable Casting, Wakefulness

*Research Desk: The character was trained at the Research Desk, and can utilize that training to reduce the cost of researching spells by 10%; this may be taken multiple times, each reducing a further 10%.

Librarian magic:

Blast	2.25 (as cleric)
Death	0
Detection	1.25
Enchantment	1
Healing	0
Illusion	1
Movement	.75
Protection	1
Summoning	0
Transmogrification	1.25 (as cleric)
Wall	1.5 (as cleric)