Göbələk Hebeloma

Funglet (Fantasfunglet) Large Female GENDER RACE & LA SIZE Lawful Neutral 144 the Natural Force

8'4" HEIGHT

380 lbs as Sangre-Tigre WEIGHT HAIR

red EYES

copper & white SKIN

RACE & LA 144 Lawful Neutral the Natural Force	HEIGHT WEIGHT HAIR Orv, Darklands	EYES	SKIN	10	AI	H	Fl	Ω) (₹ F	3
AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPAT	TION		100	ROL	EPI	AYI		GAJI		C
LANGUAGES: Common, Sylvan, + more see full list of x=14				— Original	by Neceros.	Modified	by abellius	@yahoo.co	m. Versio	1 1.0.2012	
	HITPOINT CURRENT HP	HP GAINED HD		CLAS	SS RE	BAB		HPS FOR	T REF	WILL	LEVELS
STR 10 0 12 -2		27 5	L	.ibrarian		2		5 1	1	4	5
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CON 12 1 10 2											
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RACIAL NOTES	KS & DEFENSE				S •	DE	_	5	7	3	
ARMOR CLASS TOTAL ARMOR SHIELD DEX	SIZE DODGE NATURAL DEFLECT	MISC TEMP	MOR CHECK	∗□ BLUFF		СН	IA O	Ľ	0		
AC 18 =10+ 0 0 0 0	-1 2 7		PENALTY	*□ CLIMB • *☑ CRAFT: (boo	oks)	T2 A1	_	5	7	3	
TOUCH 16 =10+	-1 7		MAXIMUM DEX	⋆□ DIPLOMACY	,	СН	A O	Ľ	0		
FLAT-FOOT 1810+ 0 0 0	-1 2 7		SPELL 0%	□ DISABLE DE*□ DISGUISE	VICE +	CH	_		0		
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CMD 20 =10+ B2B DOSE & STA & DOX	-1 2	res		☑ Prof: (Libra	arian)	w	ıs 8	5	0	3	
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	& FEATURES RAITS, FEATS, AND CHARACTER FEATURES			☐ SLEIGHT OF		DE	_		0		
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Funglet - Hum	anoid; Plant (AA	W:URC 97)	✓ SPELLCRAFT *□ STEALTH •		DE	- 11	5	7	3	
Armor Prof: None; Weapon Prof: club, dagger, st	taff Large -1 AC & attack;	+1 CMB & CME	D; Reach 10'	* SURVIVAL		W	_	1	0		
Faction: Community of Librarians	Minesight: low-light vision &	darkvision 90 ft., da	zzled in bright ligh	– ∻□ SWIM + t ☑ USE MAGIC	DEVICE	ST CH	_	5	0	3	
Arcane Bond: Library Card; Arcane School: Divinat	Plant Traits: immune to mind-effec	ts, paralysis, poison, polyn	norph, sleep & stunning	_ 		STR STR					
Library Privilieges: Research +3/+6/+9; Guests	Natural Armor: +2 AC;	Vulnerability: Fire	+ 50% damage			STR					
Dissertation: Mycology	subtype: Fantasfungle	et		- 0		STR STR					
Introduction: Leshy Science: summon x=1 fungus leshy (1/c	day) Feat: Scribe Scroll					STR					
	Spell Focus (Divination), (Greater Spell Focus ((Divination) +2 DC	MARK A TO SHE	OW A CLASS S	KILL. CLA DUNTRAIN	SS SKILLS W	ITH RANKS MOR CHEC	GAIN A +	3 TRAINED APPLIES	BONUS.
	Spell Specialization (Mind Thrust),	+2 lvl; Greater Spell Spec	cialization (Mind Thrust	EXPER – SLOW 🗆 MEDI	IENCE	, [15,0	000	/	23,000	0
	Clever Defense (Ex)					—	BASE	FLY	SWIM	CLIMB	міѕс
	Lesser Guardian Scro	oll; Guardian Scr	oll (PPPH:Lib)	_		ᆗ┖	30	DEX			MISC
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	R & WEAPONS			POOL POI	NTS	T					一
ARMOR NAME & DESCRIPTION	AC BONUS M	AX DEX PENALTY SPELL FA	IL TYPE WEIGHT	1							二
ARMOR None				1							
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WEAPON NAME & DESCRIPTION dagger +2	ATTACK MODIFIERS +1+2	1d4+2	19-2		P,S	1.0	<u> </u>	AM	MO & NO	ES	
quarterstaff +2	+1+2	1d6/1d6+			В В	4.0	+				\dashv
quartorotum · Z	- 1 ' 2	100/1001	20/	^_		7.0	+				\dashv

	FEATS & SPECIAL ABILITIES								FEATS	& SF	PECI/	AL ABIL	ITIES			
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	ıran, Boggard, Celestial, Cyclops, Dark Folk,	', '	(quaii	5		┨┞										
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		+				┨╟	-							\vdash		
	Sangresuit Amulet: Constant non-detection spell &	-				┨┝	-							\longmapsto		
	protect themselves from divination as the detect scrying spell 1/week	+				┨┞	-									
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	Headband of Vast Intelligence +2	1				╛┝								\sqcup		
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	dagger +2					╛┕										<u> </u>
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	quarterstaff +2					J L										
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	BODY:															
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	NECK:	٠(OPPER						1101	, I	EDIUM:		ADS &	LIFT ABOVE	LIET OSS	DRAG &
	RING:								LIGH	· ·	EDIUM LOAD	LOAD	N	HEAD	GROUND	PUSH
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	WRIST:		5.0	0.0		0.0		5.0	CURR	ENT LO	AD	LIGHT	И м	EDIUM 🗖	HEAV	vy 🗆

			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
CLA	ss		Librarian LEVEL 5	BLOODLINE/PATRON		CLA	ss			LEVE	L
			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
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L	_	8th		WIZARD SPECIALITY SCHOOL		╵┕	8th	<u> </u>	_		
		9th		SPECIALITY Divination		L	9th				
CLOSE: 25FT +	35	5	MEDIUM: 150 LONG: 400FT + 600	FOCUSED		CLOSE: 25FT +	25	MEDIUM: 100FT +	100	400FT	⊦ I 400
5FT / 2 LV	/L	TOTAL	10FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		5FT / 2 L	TOTAL	TOFT / LVL	BILITY OTHE	40FT / L	JERENT POINTS
SPE	LL	0		PROHIBITED		SPE	LL 0				
				CDELLC							
LEVEL	PREP	USED		SPELLS MME & DESCRIPTION	scнооі		DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells ar	-	Divinat	on	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in o	•	Divinat	on	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find		Divinat	on	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creatu	re gains +2 on one Diplomacy or Intimidate check.	Divinat	on	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a	t -2.	Divinat	on	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north		Divinat	on	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +	1 on one attack roll, saving throw, or skill check.	Divinat	on	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	ellbooks.	Divinat	on	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining	g it.	Divinat	on	instant	30'	none	no	PRG:APG
<u> </u>											
1			Detect Aberration - Reveals preser		Divinat		10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	'	Divinat		10 min/lvl	long	none	no	PRG:CRB
1			·	mpulsion, and possession of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL
1				creatures, spells, or objects of selected alignment.	Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			•	jects or creatures within a 60-foot cone.	Divinat		1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	•	Divinat		10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide		Divinat		1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n		Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w	. , , , ,	Divinat		1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v	vithin 60 ft.	Divinat	on	1 min/lvl	60'	none	no	PRG:CRB
1				and items of one alignment emit a ghostly radiance.	Divinat	on	1 rnd/lvl	personal	none	no	PRG:UC
1				n using its skill ranks, spells, feats, and abilities.	Divinat		1 rnd/lvl	close	will	<u> </u>	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 p	<u> </u>	Divinat		instant	close	will	-	PRG:OA
1			Mindlink - Communicate a great de		Divinat		instant	touch	will	-	PRG:OA
1				s gain telepathy within close distance.	Divinat	vination 1 minute/lvl		l close will		yes	AAW:UCR
1			Technomancy - As detect magic, exc	ept detects the presence of technological object	Divinat	on	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can com		Divinat		1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attac	ck roll.	Divinat	on	2 rnds	personal	none	no	PRG:CRB
<u> </u>											

		SPELLS			4			
LEVEL 2	PREP USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr 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	
2			Divination	10 min/lvl			-	PRG:CRB
2		See Invisibility - Reveals invisible creatures or objects.			personal	none	no	
		Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2		Elemental Speech - Enables you to speak to elementals and some creatures.	Divination	1 min/lvl	personal	none	no	PRG:APG
2		Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2		Share Language. Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
2		Hive Mind - Three creatures gain telepathy within medium distance.	Divination	1 min/lvl	medium	will	yes	AAW:URC
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	-	PPC:ArA
3		Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	ř	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		Arcane Sight - Magical auras become visible to you.	Divination	1 min/lvl	personal	none	no	PRG:CRB
3		Mark of Obvious Ethics - Other creatures can determine the target's alignment.	Divination	1 day/lvl	touch	will	yes	PRG:ACG
3		Pierce Disguise - See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
3		Hive Mind, Greater - 1 creature per caster level gains telepathy within long distance.	Divination	1 min/lvl	long	will	yes	AAW:URC