

Hong Samud

CHARACTER
Human (Tian-Sing) medium male
RACE & LA SIZE GENDER
45 Lawful Good Qi Zhong
AGE ALIGNMENT DEITY

Hebeloma

PLAYER
5'4" 120 lbs black dk brown swarthy
HEIGHT WEIGHT HAIR EYES SKIN
Atas Pulu, Wandering Isles, Minata, Tian Xia
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Minatan, Tien, Common, and more (see below for full list of 20 languages)

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP. Shows 52 current HP.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Shows Librarian class with various stats.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC, TOUCH, FLAT-FOOT.

ARMOR CHECK PENALTY 0
MAXIMUM DEX --
SPELL FAILURE 0%

Table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.



SKILLS

Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

FEATS & FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod
Race: Human; Medium; +1 skill/lvl
Armor Prof: None; Weapon Prof: club, dagger, staff
Faction: Community of Librarians
Arcane Bond: Library Card; Arcane School: Divination
Library Privileges: Research +5/+10/+15; Guests 2
Dissertation: Linguistics
Introduction: Cast Tongues (Int Mod/day)
Methods: Cast speak w/ animals, plants or dead (Int Mod/day)
Results: Cast tongues to speak any aberrant, elemental or outsider language
Clever Defense (Ex) + Int Mod to AC
Skill Focus (Knowledge) +6
Lesser Guardian Scroll; Guardian Scroll
Improved Guardian Scroll;
Maximize Meta-magic Feat (+3)

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 [x] FAST [] 105,000 / 155,000

SPEED 30 BASE FLY SWIM CLIMB MISC

INIT 0 = 0 DEX MOD + MISC MOD

HERO

SR DR 5/chaos

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Shows Lesser Librarian's Cloak.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Shows dagger +1, quarterstaff +3.

SPELLS PER DAY

CLASS	Librarian			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
20	0	5	5			
21	1st	7	5	2		
22	2nd	7	5	2		
23	3rd	6	4	2		
24	4th	6	4	2		
25	5th	4	3	1		
	6th			1		
	7th			1		
	8th			1		
	9th					

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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			Comprehend Languages - You understand all spoken and written languages.	Divination	10 min/lvl	personal	none	no	PRG:CRB
1			Cultural Adaptation - Adapt to fit the local culture.	Divination	10 min/lvl	personal	none	no	PRG:UI
1			Identify Gives - +10 bonus to identify magic items.	Divination	3 rnd/lvl	close	none	no	PRG:CRB
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Share Language - Subject understands chosen language.	Divination	24 hrs	touch	will	yes	PRG:APG
1			Object Reading - Read psychic impressions left on an object.	Divination	1 rnd/lvl	touch	none	no	PRG:OA
1			Tap Inner Beauty - +2 on all Charisma ability checks and Charisma-based skill checks.	Divination	1 min/lvl	personal	none	no	PCS:ISG

