PATHFINDER ROLEPLAYING GAME

CHARACTER: Hong Samud
PLAYER: Hebeloma

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

HEIGHT: 5'4" **WEIGHT:** 120 lbs **HAIR:** black **EYES:** dk brown **SKIN:** swarthy

HOMELAND & BACKGROUND OCCUPATION: Atas Pulu, Wandering Isles, Minata, Tian Xia

LANGUAGES: Minatan, Tien, Common, and more (see below for full list of 27 languages)

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	10	0	10			
CON	10	0	10			
INT	30	10	16	8	6	
WIS	14	2	14			
CHA	14	2	14			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 77

HP GAINED	62
HD	15

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 77

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Librarian	7	160	15	5	5	9	15
FAVORED CLASS Librarian **TOTALS**	7	160	15	5	5	9	15

ATTACKS & DEFENSE

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	=10+	4	0	0				10		
TOUCH	20	=10+			0				10		
FLAT-FOOT	24	=10+	4	0	0				10		

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

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	5	0			
REF	5	5	0			
WILL	13	9	2	2		

COMBAT NOTES & MODIFIERS: second attack BAB @ +2

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	7	7		0		
RANGED ATTACK MODIFIER	7	7		0		
CMB	17	7	INT	10		
CMD	27	=10+	BAB 7	DODGE & DEFLECT 10	STR & DEX	

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod

Armor Prof: None; Weapon Prof: club, dagger, staff

Faction: Community of Librarians

Arcane Bond: Library Card; Arcane School: Divination

Library Privilieges: Research +8/+16/+24; Guests 3

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

Discussion: Speak with the inanimate as per stone tell

Race: Human; Medium; +1 skill/lvl

Feat: Scribe Scroll

Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC

Spell Specialization (Mind Thrust), +2 lvl; Greater Spell Specialization (Mind Thrust)

Clever Defense (Ex) + Int Mod to AC

Skill Focus (Knowledge) +6

Lesser Guardian Scroll; Guardian Scroll

Improved, Greater & Advanced Guardian Scroll

Maximize Meta-magic Feat (+3)

SKILLS

RANKS TOTAL: 160

		TOTAL	RANKS	ABILITY	TRAINED	MISC
*☐ Acrobatics ◆	DEX	0		0		
*☑ Appraise	INT	23	10	10	3	
*☐ Bluff	CHA	2		2		
*☑ Climb ◆	STR	4	4	0		
*☑ Craft: (books)	INT	28	15	10	3	
☐ Diplomacy	CHA	3	1	2		
☐ Disable Device ◆	DEX	0				
*☐ Disguise	CHA	3	1	2		
*☐ Escape Artist ◆	DEX	1	1	0		
*☐ Fly ◆	DEX	1	1	0		
☐ Handle Animal	CHA	12	10	2		
*☐ Heal	WIS	3	1	2		
*☐ Intimidate	CHA	2		2		
☑ Kn: (all)	INT	34	15	10	3	6
☐ Kn:	INT			10		
☐ Kn:	INT			10		
☐ Kn:	INT			10		
☐ Kn:	INT			10		
☐ Kn:	INT			10		
☑ Linguistics	INT	28	15	10	3	
*☑ Perception	WIS	20	15	2	3	
*☐ Perform:	CHA	2		2		
*☐ Prof: (Librarian)	WIS	20	15	2	3	
*☐ Ride ◆	DEX	6	6	0		
*☐ Sense Motive	WIS	16	14	2		
☐ Sleight of Hand ◆	DEX			0		
☑ Spellcraft	INT	28	15	10	3	
*☐ Stealth ◆	DEX	5	5	0		
*☐ Survival	WIS	7	5	2		
*☐ Swim ◆	STR	1	1	0		
☑ Use Magic Device	CHA	15	10	2	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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 ☐	635,000	/ 890,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT	0	=	0 DEX MOD	+	MISC MOD

HERO

SR

DR 10/chaos

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +1	+8	1d4+1	19-20/x2	10	P,S	1.0	
quarterstaff +3	+10	1d6/1d6+3	20/x2		B	4.0	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Native Tongues: Minatan, Tien	2	
Additional Languages:		
Aboleth, Abyssal, Aklo, Aquan, Auran, Azlanti, Celestial,	7	
Common, Cyclops, Draconic, Dwarven,	4	
Elven, Giant, Grippli, Ignan, Infernal	5	
Kelish, Necril, Osirioni, Protean, Sylvan,	5	
Terran, Thassilonian, Treant, Vudrani	4	
Total	27	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	Headband of Vast Intelligence +6			
	Librarian's Cloak +4 AC, +2 Will, DR10/chaos			
	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	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0	MODIFIED LOAD		0	0	0

CURRENT LOAD   LIGHT ☑   MEDIUM ☐   HEAVY ☐

SPELLS PER DAY

| CLASS | Librarian | | | LEVEL | 15 |

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
22	0	5	5			
23	1st	8	5	3		
24	2nd	8	5	3		
25	3rd	7	5	2		
26	4th	7	5	2		
27	5th	7	5	2		
28	6th	6	4	2		
29	7th	4	3	1		
30	8th	3	2	1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL: 60
MEDIUM: 100FT + 10FT / LVL: 250
LONG: 400FT + 40FT / LVL: 1,000

SPELL POINTS — TOTAL: 0 | CLASS | ABILITY | OTHER | CURRENT POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON:
BLOODLINE/PATRON:

DOMAINS

DOMAIN:
SUBDOMAIN:
DOMAIN:
SUBDOMAIN:
DOMAIN:
SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY: Divination
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

SPELL POINTS — TOTAL: 0 | CLASS | ABILITY | OTHER | CURRENT POINTS

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

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			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
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			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
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			Truespeak You can communicate with any creature that is not mindless.	Divination	1 min/lvl	personal	none	no	PRG:ARG
4			Thoughtsense - Automatically detect nearby conscious creatures.	Divination	1 min/lvl	60'	none	no	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 rnd/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	none	none	no	PPPH:L
5			Telepathic Bond - Link lets allies communicate.	Divination	10 min/lvl	close	none	no	PRG:CRB
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			Stone Tell - Talk to natural or worked stone.	Divination	1 min/lvl	personal	none	no	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 rnd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	close	none	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	will	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 rnd/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