Hong Samud Hebeloma Human (Tian-Sing) medium male 5'4" 120 lbs black

GENDER

SIZE

RACE & LA

WEIGHT EYES HEIGHT HAIR Atas Pulu, Wandering Isles, Minata, Tian Xia

dk brown

swarthy SKIN

45 Lawful Good Qi Zhong AGE ALIGNMENT DEITY	Atas Pulu, Wandering Is		(ia	10	ROLE				/C	7 IV	3
AGE ALIGNMENT DEITY LANGUAGES: Minatan, Tien, Common, and more (see below)				Original b	oy Neceros. Mod				. Version	1.0.2012	
	HITDOINT				SS RECO						
STR 10 0 10	CURRENT HP	HP GAINED HD	CLASS N	NAME	BA	AB SKILL	FC HP		REF	WILL	LEVELS
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DEX 10 0 10	□ 102						_	ــــــ	ــــــ	<u> </u>	_
CON 10 0 10							_	—			_
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wis 14 2 14	TEMPORARY HP	FAVORS					\vdash	₩	—	_	_
CHA 14 2 14	TOTAL HP	102 FAVORE CLASS	Librarian	т	OTALS 1	0 236	20	6	6	12	20
ABILITY SCORE &	CONDITIONS 8	& MISCELLANEOUS TRACKING				SKI		RANKS A		RANKS TOTAL TRAINED	236 MISC
RACIAL NOTES	WC 0 DEFENCE			ACROBATICS APPRAISE	•	DEX	1 30	1	0	_	
	KS & DEFENSE SIZE DODGE NATURAL DEFLECT	MISC TEMP	*-	BLUFF		CHA	3	15	2	3	
AC 26 -10+ 4 0 0	12	ARMO	FERNALIT	CDAST: (b)	1>	STR	9	9	0		
TOUCH 22 = 10+	12		MAXIMUM	CRAFT: (bool DIPLOMACY	KS)	CHA	35	20	2	3	
FLAT-FOOT 2610+ 4 0 0	12		0%	DISABLE DE	VICE +	DEX	1	1	0		
20 2 3		OMBAT NOTES & MODIFIERS	*	Disguise Escape Arti	IST •	CHA DEX	3	1	0		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	second attack	BAB @ +5	**	FLY +		DEX	1	1	0		
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CMB 22 10 INT 12		MAL		PERCEPTION PERFORM:		WIS CHA	35	20	2	3	10
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DEA				RIDE +	IVF	DEX WIS	6 21	6 19	2		
	& FEATURES			SLEIGHT OF		DEX	1	1	0		
Class: Librarian HD: d6; skills: 2 + Int Mod	raits, feats, and character features Race: Human; Mediu	ım: +1 skill/lvl	_	SPELLCRAFT STEALTH •		DEX	35 10	10	0	3	
Armor Prof: None; Weapon Prof: club, dagger, st	<u></u>			SURVIVAL		wis	12	10	2		
Faction: Community of Librarians				SWIM +	DEVICE	STR CHA	6 20	6 15	0 2	3	
Arcane Bond: Library Card; Arcane School: Divinat	ion				STF		20	15			
Library Privilieges: Research +8/+16/+24; Guest					STF		_	\rightarrow	\rightarrow		
Dissertation: Linguistics	Feat: Scribe Scroll				STF		\dashv				
Introduction: Cast Tongues (Int Mod/day)	Spell Focus (Divination), G	Greater Spell Focus (D	vivination) +2 DC		STI						
Methods: Cast speak w/ animals, plants or dead (Int Mod/d		· · · · ·		ARK A □ TO SHO	STF DW A CLASS SKILI	L. CLASS SKI	LLS WITH	I RANKS G	AIN A +3	TRAINED	BONUS.
Results: Cast tongues to speak any aberrant, elemental or outsider langu	"		- Inzation (Willia Tillast)	* SKILL C	CAN BE USED UN						
Discussion: Speak with the inanimate as per stone				SLOW MEDI			,600,0			600,0	
Conclusion: Permanent telepathy within 100'. +10 Percept				SPEED		30	$\overline{}$	Y SV	WIM	CLIMB	MISC
Conclusion. Termanent telepatry within 100.	Improved, Greater & A			INIT	0] = [0	DEX	_		MISC
	Maximize (+3), Enlarge (0	╣┌╌└		MOD	<u> </u>		MOD
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				SR	30	DI	R 1	0/chad	os		
			R	RESISTANO	CES						
	R & WEAPONS			POOL POIN	NTS						
ARMOR NAME & DESCRIPTION ARMOR Greater Librarian's Cloak	AC BONUS MA	AX DEX PENALTY SPELL FAIL	TYPE WEIGHT								
ARMOR Gleater Librarian's Cloak SHIELD None	4		\vdash								
		I I									
weapon name & description dagger +2	ATTACK MODIFIERS +12	1d4+1	19-20/x2	10		1.0		АММ	O & NOTE	ES	
guarterstaff +4	+14	1d6/1d6+3		10		1.0					

	FEATS & SPECIAL ABILITIES						F	EATS	& SPEC	IAL ABI	LITIES			
 Na	ative Tongues: Minatan, Tien		USES/DAY	USED	Ш			٨	IAME				USES/DAY	USED
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-	ommon, Cyclops, Dark Folk, Draconic, Drow, Dwarve		6		┨┝									
-	ven, Giant, Gnome, Goblin, Grippli, Halfling, Ignan, Ini		8		┨┝									
-	elish, Necril, Osirioni, Protean, Sphinx, Sylvan,	Terrial	6		┨╟									
-	erran, Thassilonian, Treant, Undercommon, Vudrani		5		┨╟									
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	EQUIPMENT & MAGIC ITEMS						E	QUIP	MENT 8	MAGIC	ITEMS			
ж	spellbook	QTY / USES	WGT N/A	WEIGHT	#			ITEN	1			QTY / USES	WGT N/A	WEIGHT
Н	Headband of Vast Intelligence +6				1									
H	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lvl				1									
H	Librarian's Satchel w/ 5 scrolls of mind thrust I to V				┪┝									
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	BODY:													<u> </u>
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	HEAD:	GOLD						Щ						
н	EADBAND:	SILVER												
	NECK:	COPPER								LC	ADS &	LIFT		
	RING:							LIGH	HT MEDIU	M HEAVY		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			CARRI	ED WE	IGHT		33	3 67	100	T/	100	200	500
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CLOSE: 25FT +	 75	¬	MEDIU 100FT			LONG: 400FT +	1,200		ı	FOCUSED					OSE:	25	MEDIL 100f1		100	LONG: 400ft -	400
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LEVEL	PREP	USED						NAME	E & DESCRIPTIO	N		SPELLS	school	L	DL	JRATION	RAN	GE	SAVE	SR	REFERENCE
0			Detec	ct Magi	ic - Dete	ects all	spells a	and	magic ite	ems wit	hin	60 ft.	Divinat			min/lvl	60		none	no	PRG:CRB
0			Detec	ct Poiso	on - De	tects po	ison in	n one	e creatur	e or sm	nall	object.	Divinat	ion	in	stant	clos	se	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.							tems.	Divinat	ion	in	stant	40' none			no	PRG:OA		
0			Enhar	nced Dip	plomacy	- Touch	ed crea	ature	gains +2	on one [Diplo	omacy or Intimidate check.	Divinat	ion	1	min	tou	ch	will	yes	PC:TEoG
0			Gras	o - Rer	oll faile	d Climb	check	at -	2.				Divinat	Divination instant				touch fort			PPC:HotD
0			Know	Direct	tion - Yo	ou disce	ern nor	th.					Divinat	ion	in	stant	personal none		none	no	PRG:CRB
0			Guida	ince - T	ouched	creature	e gains	+1 c	on one at	tack roll,	, sa	ving throw, or skill check.	Divinat	ion	1	min	tou	ch	will	yes	PRG:CRB
0			Read	Magic	- Read	scrolls	and sp	pellb	ooks.				Divinat	ion	10	min/lvl	perso	personal none		no	PRG:CRB
0			Sift -	See ar	ea as th	hough e	 examini	ing i	it.				Divinat	ion	in	stant	30)'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.							Divinat	ion	10	min/lvl	lon	ıg	none	no	PRG:APG			
1			Detec	ct Anim	nals or F	Plants -	Detect	ts kir	nds of ar	nimals c	or p	lants.	Divinat	ion	10	min/lvl	lon	ng	none	no	PRG:CRB
1			Detec	t Charm	n - Detec	ct each c	charm, c	comp	oulsion, a	nd posse	essi	on of all creatures in area.	Divination 1			min/lvl	60)'	none	no	PC:ASL
1			Detec	t Evil/G	ood/Cha	os/Law -	- Reveal	ıls cre	eatures, s	pells, or	obje	ects of selected alignment.	Divinat	ion	10	min/lvl	60)'	none	no	PRG:CRB
1			Detec	ct Meta	al - Dete	ect any	metal c	objed	cts or cre	eatures	witl	hin a 60-foot cone.	Divinat	ion	1 r	min/lvl	60)'	none	no	PPC:PotR
1								<u> </u>	the surr				Divinat			min/lvl	12	0'	none	no	PCS:TG
1									n doors				Divinat			min/lvl	60		none		PRG:CRB
1									tural or p				Divinat			min/lvl	60		none		PRG:CRB
1									rshipers			-	Divinat		1	min/lvl	60)'	none		PC:TEoG
1									thin 60 ft.			-, -	Divinat			min/lvl	60		none		PRG:CRB
1			See A	lianmen	ıt - İn voı	ur siaht.	creature	es and	d items of	one aliq	nme	ent emit a ghostly radiance.	Divinat			rnd/lvl	perso		none	no	PRG:UC
1												and written languages.	Divinat			min/lvl	perso		none	no	PRG:CRB
1									local cult				Divinat		1	min/lvl	perso		none	no	PRG:UI
1					•	•			magic it				Divinat			rnd/lvl	clos		none		PRG:CRB
1											er	امريما	Divinat			stant	clos		will		PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level. Share Language - Subject understands chosen language.								Divinat		+	4 hrs	tou		will	-	PRG:APG		
1									essions l		-	•	Divinat		+	rnd/lvl	tou		none	no	PRG:OA
1												arisma-based skill checks.	Divinat			min/lvl					PCS:ISG
1			тары	Illei De	auty - 12	2 UII an v	Jildiioii	lia ai	Dility Gree	KS and v	Ulla	HISIIId-DASEU SKIII GITEGKS.	Diviriat	Юп	11	IIIII/IVI	perso	Jilai	none	no	PC3.13C

			SPELLS			4			
LEVEL 2	PREP	USED	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 treatures desire.		1 min/lvl	60'	will		PRG:UI
2				Divination	1 min/lvl	60'	will	no	PRG:OA
			Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination				no	
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			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	+	PPC:ArA
3			Mind Thrust III - As mind thrust I, but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	+	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		>	S .		s:	<i>(</i>)
5	PREP	USED	Commune - Deity answers one yes-or-no question/level.	SCHOOL Divination	duration 1 rnd/lvl	personal	none	sr 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		will	_	PRG:OA
\vdash						close		-	
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will	-	PRG:CRB
5			The Ornithological Collection of Uwetsiageyv I Retrieve one book in the form of a raven.	Divination	1 min/lvl	close	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		will		PPPH:L
7						close		yes	
			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
9			Foresight - "Sixth sense" warns of impending danger.	Divination	10 min/lvl	touch	none	no	PRG:CRB
9			Hong Samud's Alternate Reality III - Exchange target with version in parallel reality where it does not exist; thus annihilating it.	Divination	instant	close	fort		PPPH:L
9			Mind Thrust VI, Communal - As mind thrust VI, but distribute damage and effects among multiple targets. PPPH:L					no	PPPH:L
\vdash				Divination	instant	close	will	yes	
9			The Ornithological Collection of Uwetsiageyv IV - Retrieve one book in the form of a gargantuan raven.	Divination	1 min/lvl	close	none	no	PPPH:L
9			Omniscience - Unleash an onslaught of information, significant and otherwise.	Divination	1 rnd	medium	none	no	PPPH:L
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