

Jhera
 CHARACTER: Vishkanya, medium, female
 RACE & LA: 19, Lawful Neutral, Irori
 LANGUAGES: Vishkanya, Common, Vudrani, Kelish, Infernal

Hebeloma
 PLAYER: 5'9", 115 lbs, black, gold, lt. green
 HEIGHT, WEIGHT, HAIR, EYES, SKIN
 Radripal, Vudra, Casmaron
 HOMETLAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	13	1	11	2		
CON	12	1	12			
INT	16	3	16		0	
WIS	10	0	12	-2		
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	7	1	Librarian	0	6	1	0	0	2	1
TOTAL HP			TOTALS							
8			0 6 1 0 0 2 1							

ABILITY SCORE & RACIAL NOTES	
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ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	1			3		
TOUCH	14	-10+			1			3		
FLAT-FOOT	13	-10+	0	0	0			3		

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	1	0	1			
REF	1	0	1			
WILL	2	2	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	0		0			
RANGED	1		1			
CMB	3	0	INT	3		
CMD	14	-10+	BOB	3	STR & DEX	1



SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		6
<input type="checkbox"/> ACROBATICS	DEX	1		1		
<input checked="" type="checkbox"/> APPRAISE	INT	3		3		
<input type="checkbox"/> BLUFF	CHA	3		3		
<input type="checkbox"/> CLIMB	STR	0		0		
<input checked="" type="checkbox"/> CRAFT: (books)	INT	7	1	3	3	
<input type="checkbox"/> DIPLOMACY	CHA	3		3		
<input type="checkbox"/> DISABLE DEVICE	DEX			1		
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		1		2
<input type="checkbox"/> FLY	DEX	1		1		
<input type="checkbox"/> HANDLE ANIMAL	CHA			3		
<input type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	3		3		
<input checked="" type="checkbox"/> KN: (all)	INT	7	1	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input checked="" type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3	2
<input type="checkbox"/> PERFORM:	CHA	3		3		
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	4	1	0	3	
<input type="checkbox"/> RIDE	DEX	1		1		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	7	1	3	3	
<input type="checkbox"/> STEALTH	DEX	3		1		2
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM	STR	0		0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	7	1	3	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod
 Race: Vishkanya; Low-light Vision
 Armor Prof: None; Weapon Prof: club, dagger, staff
 +2 Stealth, Perception & Escape Artist
 Faction: Community of Librarians
 poison resistance: +1v1 save vs poison
 Arcane Bond: Library Card; Arcane School: Divination
 Poison Use: No Accidental Poisoning
 Library Privileges: Research +1/+2/+3; Guests 0
 Weapon Prof: blowguns, kukri, and shuriken.
 Dissertation: Metaphysics
 Toxic: Envenom a weapon (1/day)
 Introduction: Enlarge (+1) and Still (+1) Metamagic Feats
 Feat: Scribe Scroll
 Methods:
 Clever Defense (Ex) + Int Mod to AC
 Results:
 Discussion:
 Conclusion:

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+0	1d4+0	19-20/x2	10	P,S	1.0	
quarterstaff	+0	1d6/1d6+0	20/x2		B	4.0	
blowgun	+1	1d2+0	20,x2	20	P	1.0	

EXPERIENCE		0 / 2,000
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>
SPEED		30
INIT	1	= 1 DEX MOD + 0 MISC MOD
HERO		
SR		DR
RESISTANCES	poison	
POOL POINTS		

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0	4	4			
14	1st	3	2	1		
	2nd			1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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			Diagnose Disease - Detect and identify diseases.	Divination	instant	close	none	no	PRG:UM
1			Deadeye's Lore - Gain a +4 bonus on Survival and move full speed while tracking.	Divination	1 hr/lvl	personal	none	no	PRG:UC
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Karmic Blessing - The target treats one skill of your choice as a class skill.	Divination	1 rnd/lvl	touch	will	yes	PRG:ARG
1			Play Instrument - Play instrument as if you were skilled.	Divination	10 min/lvl	personal	none	no	PRG:UM
1			True Strike - +20 on your next attack roll.	Divination		personal	none	no	PRG:CRB