

Jhera
 CHARACTER: Vishkanya, medium, female
 RACE & LA: 19, Lawful Neutral, Irori
 HEIGHT: 5'9", WEIGHT: 115 lbs, HAIR: black, EYES: gold, SKIN: lt. green
 HOMELAND & BACKGROUND OCCUPATION: Radripal, Vudra, Casmaron
 LANGUAGES: Vishkanya, Common, Vudrani, Kelish, Infernal, Celestial, Undercommon, Sylvan, Necril, Aboleth, Akro, Tien, Tengu



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	24	7	16	4	4	
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	
62	52	10	Librarian	5	78	10	3	3	7	10	
TOTAL HP			TOTALS		5	78	10	3	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	4	0	1			7		
TOUCH	18	-10+			1			7		
FLAT-FOOT	21	-10+	4	0	0			7		

SKILLS					RANKS TOTAL	
TOTAL	RANKS	ABILITY	TRAINED	MISC	78	
<input type="checkbox"/> Acrobatics	DEX	1	1			
<input checked="" type="checkbox"/> Appraise	INT	15	5	7	3	
<input type="checkbox"/> Bluff	CHA	3		3		
<input type="checkbox"/> Climb	STR	0		0		
<input checked="" type="checkbox"/> Craft (books)	INT	20	10	7	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	20	10	7	3	
<input type="checkbox"/> Kn:	INT			7		
<input type="checkbox"/> Kn:	INT			7		
<input type="checkbox"/> Kn:	INT			7		
<input type="checkbox"/> Kn:	INT			7		
<input checked="" type="checkbox"/> Linguistics	INT	13	3	7	3	
<input checked="" type="checkbox"/> Perception	WIS	15	10	0	3	2
<input type="checkbox"/> Perform	CHA	3		3		
<input checked="" type="checkbox"/> Prof: (Librarian)	WIS	13	10	0	3	
<input type="checkbox"/> Ride	DEX	1		1		
<input type="checkbox"/> Sense Motive	WIS	5	5	0		
<input type="checkbox"/> Sleight of Hand	DEX			1		
<input checked="" type="checkbox"/> Spellcraft	INT	20	10	7	3	
<input type="checkbox"/> Stealth	DEX	8	5	1	2	
<input type="checkbox"/> Survival	WIS	0		0		
<input type="checkbox"/> Swim	STR	0		0		
<input checked="" type="checkbox"/> Use Magic Device	CHA	16	10	3	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	4	3	1			
REF	4	3	1			
WILL	9	7	0	2		

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	5	5	0			
RANGED	6	5	1			
CMB	12	5	INT	7		
CMD	23	-10+	B5B	7	STR & DEX	



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
 Faction: Community of Librarians
 Arcane Bond: Library Card; Arcane School: Divination
 Library Privileges: Research +5/+10/+15; Guests 2
 Dissertation: Metaphysics
 Introduction: Enlarge (+1) & Still (+1) Metamagic Feats
 Methods: Empower (+2) & Threnodic (+2) MetaMagic Feats
 Results: Maximize (+3) & Widen (+3) MetaMagic Feats
 Discussion:
 Conclusion:

+2 Stealth, Perception & Escape Artist
 poison resistance: +1v1 save vs poison
 Poison Use: No Accidental Poisoning
 Weapon Prof: blowguns, kukri, and shuriken.
 Toxic: Envenom a weapon (1/day)
 Feat: Scribe Scroll
 Clever Defense (Ex) + Int Mod to AC
 Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
 Spell Specialization (Mind Thrust), +2 lv; Greater Spell Specialization (Mind Thrust)
 Lesser Guardian Scroll; Guardian Scroll
 Improved & Greater Guardian Scroll

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 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 1 = 1 DEX MOD + MISC MOD

HERO

SR DR 5/chaos

RESISTANCES poison

POOL POINTS

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger+1	+6	1d4+1	19-20/x2	10	P,S	1.0	
quarterstaff	+5	1d6/1d6+0	20/x2		B	4.0	
blowgun+3	+8	1d2+3	20,x2	20	P	1.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Vishkanya Venom: Injury;		
save: Fort DC 10 + 1/2 vishkanya HD + vishkanya Con Mod;		
frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.		

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	spellbook		
	Headband of Vast Intelligence +4		
	Lesser Librarian's Cloak +4 AC, +2 Will, DR5/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			
PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
6.0	0.0	0.0		6.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	5	5			
20	1st	7	5	2		
21	2nd	7	5	2		
22	3rd	6	4	2		
23	4th	5	4	1		
24	5th	4	3	1		
	6th			1		
	7th			1		
	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

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			Blood Biography - Learn about a creature with its blood.	Divination	instant	touch	will	no	PRG:APG
2			Carrion Compass You are lead to an undead creature's most recent controller or the cause of the creature's undeath	Divination	10 min/lvl	close	will	no	PPC:USH
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			Named Bullet - Imbues ammunition with accuracy against a specific creature type.	Divination	10 min/lvl	touch	will	yes	PRG:UC
3			Witness - See through the target's eyes and ears.	Divination	1 min/lvl	long	will	yes	PRG:UM
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			Named Bullet, Greater - As named bullet, but deals 2 points of damage for every caster level.	Divination	10 min/lvl	touch	will	yes	PRG:UC
4			Synapse Overload - Deal 1d6 points of damage per level and stagger target for 1 minute.	Divination	instant	touch	fort	yes	PRG:OA

