

Jhera
 CHARACTER: Vishkanya medium female 5'9" 115 lbs black gold lt. green
 RACE & LA: Vishkanya medium female 5'9" 115 lbs black gold lt. green
 AGE: 19 ALIGNMENT: Lawful Neutral DEITY: Irori
 HOMELAND & BACKGROUND OCCUPATION: Radripal, Vudra, Casmaron



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

LANGUAGES: Vishkanya, Common, and 13 more languages listed below.

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	13	1	11	2		
CON	12	1	12			
INT	28	9	16	6	6	
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						
92	77	15	Librarian	7	133	15	5	5	9	15						
TOTAL HP			92	FAVORED CLASS Librarian			TOTALS			7	133	15	5	5	9	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	4	0	1			9		
TOUCH	20	-10+			1			9		
FLAT-FOOT	23	-10+	4	0	0			9		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	5	1			
REF	6	5	1			
WILL	11	9	0	2		

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	7		0		
RANGED	8	7		1		
CMB	16	7	INT	9		
CMD	27	-10+	B7B	9	STR & DEX	

COMBAT NOTES & MODIFIERS

second attack BAB @ +

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	133
<input type="checkbox"/> ACROBATICS	DEX	2	1	1	
<input checked="" type="checkbox"/> APPRAISE	INT	22	10	9	3
<input type="checkbox"/> BLUFF	CHA	3		3	
<input type="checkbox"/> CLIMB	STR	1	1	0	
<input checked="" type="checkbox"/> CRAFT: (books)	INT	27	15	9	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX	2	1	1	
<input type="checkbox"/> DISGUISE	CHA	4	1	3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4	1	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	27	15	9	3
<input type="checkbox"/> KN:	INT			9	
<input type="checkbox"/> KN:	INT			9	
<input type="checkbox"/> KN:	INT			9	
<input type="checkbox"/> KN:	INT			9	
<input checked="" type="checkbox"/> LINGUISTICS	INT	16	4	9	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	20	15	0	3
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	18	15	0	3
<input type="checkbox"/> RIDE	DEX	2	1	1	
<input type="checkbox"/> SENSE MOTIVE	WIS	10	10	0	
<input type="checkbox"/> SLEIGHT OF HAND	DEX	2	1	1	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	27	15	9	3
<input type="checkbox"/> STEALTH	DEX	13	10	1	2
<input type="checkbox"/> SURVIVAL	WIS	1	1	0	
<input type="checkbox"/> SWIM	STR	1	1	0	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	21	15	3	3
<input type="checkbox"/>	STR				
<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 +5/+10/+15; Guests 2	Weapon Prof: blowguns, kukri, and shuriken.
Dissertation: Metaphysics	Toxic: Envenom a weapon (1/day)
Introduction: Enlarge (+1) & Still (+1) Metamagic Feats	Feat: Scribe Scroll
Methods: Empower (+2) & Threnodic (+2) MetaMagic Feats	Clever Defense (Ex) + Int Mod to AC
Results: Maximize (+3) & Widen (+3) MetaMagic Feats	Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
Discussion: Two Metamagic Feats for cost of higher one	Spell Specialization (Mind Thrust), +2 lv; Greater Spell Specialization (Mind Thrust)
Conclusion:	Lesser Guardian Scroll; Guardian Scroll
	Improved & Greater Guardian Scroll
	Metamagic Feat: Toxic Spell (+1); Sickening Spell (+2)

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	+7	1d6/1d6+0	20/x2		B	4.0	
blowgun+3	+11	1d2+3	20,x2	20	P	1.0	

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 1 = 1 DEX MOD + MISC MOD

HERO

SR **DR** 10/chaos

RESISTANCES poison

POOL POINTS

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	5	5			
22	1st	8	5	2		
23	2nd	7	5	2		
24	3rd	7	5	2		
25	4th	7	5	1		
26	5th	7	5	1		
27	6th	5	4	1		
28	7th	4	3	1		
29	8th	3	2	1		
	9th			1		

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

