

Jhera  
 CHARACTER: Vishkanya, medium, female  
 RACE & LA: 19, Lawful Neutral, Irori  
 SIZE: medium, GENDER: female  
 HEIGHT: 5'9", WEIGHT: 115 lbs, HAIR: black, EYES: gold, SKIN: lt. green  
 HOMELAND & BACKGROUND OCCUPATION: Radripal, Vudra, Casmaron  
 LANGUAGES: Vishkanya, Common, and 16 more languages listed below.



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	32	11	16	10	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	
122	102	20	Librarian	10	199	20	6	6	12	20	
TOTAL HP			TOTALS		10	199	20	6	6	12	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	4	0	1			11		
TOUCH	22	-10+			1			11		
FLAT-FOOT	25	-10+	4	0	0			11		

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	6	1			
REF	7	6	1			
WILL	14	12	0	2		

COMBAT NOTES & MODIFIERS  
 second attack BAB @ +



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	10		0		
RANGED	11	10		1		
CMB	21	10	INT	11		
CMD	32	-10+	10	11	STR & DEX	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/>	ACROBATICS	DEX	2	1	1	
<input checked="" type="checkbox"/>	APPRAISE	INT	29	15	11	3
<input type="checkbox"/>	BLUFF	CHA	8	5	3	
<input type="checkbox"/>	CLIMB	STR	1	1	0	
<input checked="" type="checkbox"/>	CRAFT: (books)	INT	34	20	11	3
<input type="checkbox"/>	DIPLOMACY	CHA	8	5	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	2	1	1	
<input type="checkbox"/>	HANDLE ANIMAL	CHA	4	1	3	
<input type="checkbox"/>	HEAL	WIS	1	1	0	
<input type="checkbox"/>	INTIMIDATE	CHA	8	5	3	
<input checked="" type="checkbox"/>	KN: (all)	INT	34	20	11	3
<input type="checkbox"/>	KN:	INT			11	
<input type="checkbox"/>	KN:	INT			11	
<input type="checkbox"/>	KN:	INT			11	
<input type="checkbox"/>	KN:	INT			11	
<input checked="" type="checkbox"/>	LINGUISTICS	INT	19	5	11	3
<input checked="" type="checkbox"/>	PERCEPTION	WIS	25	20	0	3
<input type="checkbox"/>	PERFORM:	CHA	4	1	3	
<input checked="" type="checkbox"/>	PROF: (Librarian)	WIS	23	20	0	3
<input type="checkbox"/>	RIDE	DEX	2	1	1	
<input type="checkbox"/>	SENSE MOTIVE	WIS	15	15	0	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX	2	1	1	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	34	20	11	3
<input type="checkbox"/>	STEALTH	DEX	18	15	1	2
<input type="checkbox"/>	SURVIVAL	WIS	2	2	0	
<input type="checkbox"/>	SWIM	STR	1	1	0	
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	26	20	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  
 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: 2 Metamagic feats for cost of higher one  
 Conclusion: 3 Metamagic feats for cost of higher one  
 + metamagic beyond 9th level consumes add'l slots

+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 & Advanced Guardian Scroll  
 Metamagic Feat: Toxic Spell (+1); Sickening Spell (+2)  
 Persistent Spell (+2)  
 Sleep Venom

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  3,600,000 / 3,600,000

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	5		30	10/chaos	poison	

**ARMOR & WEAPONS**

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger+2	+12	1d4+2	19-20/x2	10	P,S	1.0	
quarterstaff	+10	1d6/1d6+0	20/x2		B	4.0	
blowgun+4	+15	1d2+4	20,x2	20	P	1.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Native Tongues: Vishkanya, Common	2		
Additional Languages:			
Vudrani, Kelish, Infernal, Celestial, Undercommon,	5		
Sylvan, Necril, Aboleth, Akro, Tien, Tengu, Strix, Draconic	8		
Syrinx, Azlanti, Abyssal	3		
Total	18		

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.			
OR (Sleep Venom feat) initial effect staggered for 1d4 rounds; secondary effect unconsciousness for 1 minute.			

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	Headband of Vast Intelligence +6			
	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lvl			
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V ring of improved initiative +4			

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
6.0	0.0	0.0		6.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b> MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		0	0	0	

CURRENT LOAD      LIGHT       MEDIUM       HEAVY

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
23	0	5	5			
24	1st	8	5	3		
25	2nd	8	5	3		
26	3rd	8	5	3		
27	4th	7	5	2		
28	5th	7	5	2		
29	6th	7	5	2		
30	7th	7	5	2		
31	8th	6	5	1		
31	9th	6	5	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

**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

## 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	close	none	no	PPPH:L
5			Telepathic Bond - Link lets allies communicate.	Divination	1 hr/lvl	1 mile	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			Discern Location - Reveals exact location of creature or object.	Divination	instant	any	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	personal	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	none	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	no	PPPH:L
9			Mind Thrust VI, Communal - As mind thrust VI, but distribute damage and effects among multiple targets. PPPH:L	Divination	instant	close	will	yes	PPPH:L
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

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