

Mafupa
 CHARACTER
Dødelig small female
 RACE & LA SIZE GENDER
 20 Lawful Neutral Erecura, Queen of Dis
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER
 2'11" 20 lbs black black none
 HEIGHT WEIGHT HAIR EYES SKIN
 Orv, Darklands
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Undercommon, Drow, Sylvan, Necril, Terran, Infernal, Abyssal, Celestial, Protean, Aboleth, Aklo, Dark Folk, Cyclops, Sphinx, Dwarven



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	16	3	14	2		
CON	18	4	16		2	
INT	28	9	18		8	2
WIS	12	1	10	2		
CHA	18	4	16		2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
162	112	10	Underterror	7	72	10	3	7	7	10	
	40	5	Librarian	2	54	0	1	1	4	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	162	FAVORED CLASS	Underterror	TOTALS	9	126	10	4	8	11	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	27	-10+	5	0	3	1			8	
TOUCH	22	-10+			3	1			8	
FLAT-FOOT	24	-10+	5	0	0	1			8	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	4	4			
REF	11	8	3			
WILL	12	11	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	9		0	1	
RANGED	13	9		3	1	
CMB	17	9	INT	9	1	-2
CMD	21	-10+	B9B	0	3	-2

second attack @ +4 BAB

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	126
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	3	3
<input checked="" type="checkbox"/> APPRAISE	INT	13	1	9	3
<input type="checkbox"/> BLUFF	CHA	4		4	
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3
<input checked="" type="checkbox"/> CRAFT: scrolls	INT	17	5	9	3
<input type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE	DEX			3	
<input checked="" type="checkbox"/> DISGUISE	CHA	8	1	4	3
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7	1	3	3
<input checked="" type="checkbox"/> FLY	DEX	7	1	3	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	13	6	4	3
<input checked="" type="checkbox"/> KN: arcana	INT	22	10	9	3
<input checked="" type="checkbox"/> KN: dungeoneering	INT	18	6	9	3
<input checked="" type="checkbox"/> KN: planes	INT	18	6	9	3
<input checked="" type="checkbox"/> KN: all (add ranks to above)	INT	18	6	9	3
<input type="checkbox"/> KN:	INT			9	
<input type="checkbox"/> KN:	INT			9	
<input checked="" type="checkbox"/> LINGUISTICS	INT	17	5	9	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	19	15	1	3
<input type="checkbox"/> PERFORM:	CHA	4		4	
<input checked="" type="checkbox"/> PROF: Librarian	WIS	9	5	1	3
<input type="checkbox"/> RIDE	DEX	3		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	19	15	1	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	24	12	9	3
<input checked="" type="checkbox"/> STEALTH	DEX	25	15	3	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3
<input checked="" type="checkbox"/> SWIM	STR	4	1	0	3
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	19	12	4	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

Race: Dødelig - humanoid (halfling) (AAW:URC 36) Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
 Small +1 AC & attack, -1 CMB & CMD; +4 stealth Weapon Prof: All Simple + axes, hammer & picks
 Not quite undead: Immune to bleed damage, death effects, disease, paralysis, poison, Armor Prof: Light & Medium Armor & shields
 sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, Darkvision +10/odd level
 & damage to any physical ability scores, and any effect that requires a Fortitude save Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl
 Harmed by positive energy and healed by negative energy Svifneblin, Derro, Duergar, Pech, Dwarf
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled Evasion: Reflex save for 1/2 dam takes 0 damage
 Skeletal Damage Reduction 5/piercing & slashing Hel Powers: lvl/2 = 5 pool points, Cha-based
 Stonecunning: +2 perception related to stone Mutable Form (Ex): Permanently swap 2 evolution (1/day)
 Stone Body: Damaged by spells that target stone Extra Attack (Ex): extra natural attack (x2)
 Vulnerability to Sunlight: 1 Cha dam/hr in sunlight Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (2/day)
 No Con score; Con=Cha; No raise dead Extra Evolution (x5) +1 evolution point
 Dark and Light: healed by positive, harmed by negative energy (1/day) Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)
 Dreadful Presence (Ex): transform into writhing mass; Sharp Hands: 2 claw attacks
 & all w/in 60' -2 fear and Will save or shaken 1d4 rnds

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR belt of bone armor +5 (DR 5/piercing or slashing; 100 hp max/day)	5				Lt	2.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
stone dagger	+10	1d4+1	19-20,x2		S		
sling +2 w/ obsidian bullets	+13+1	1d3+2+2	20,x2	50	B		
claws (x2)	+10	1d4+1+1d6 fire	20,x2		S		

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR 21 DR

RESISTANCES piercing & slashing 5; electricity 5

POOL POINTS 19 evolution

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Evolutions:			
Basic Magic (Sp): Mage Hand (1/day)	1		
Resistance (Ex): Electricity 5	1		
Magic Attacks (Su): Natural attacks are magic	1		
Energy Attacks (Su) - Natural attacks are fire	2		
Spell Resistance 11 + lvl	4		
Immunity: Fire	2		
Immunity: Cold	2		
Ability Increase +2 Intelligence	2		
Ability Increase +2 Charisma	2		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Class: Librarian HD: d6; skills: 2 + Int Mod			
Armor Prof: None; Weapon Prof: club, dagger, staff			
Faction: Community of Librarians			
Arcane Bond: Library Card; Arcane School: Divination			
Library Privileges: Research +3/+6/+9; Guests 1			
Spontaneous Casting: Swap spell slot for "detect" spell			
Dissertation: Underterror Studies			
Introduction: Reduced Evolution: 1 evolution pt/ 2 levels			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	stone dagger			
	sling +2			
	obsidian bullets (+2 damage)	20		
	belt of bone armor +5 (DR 5/piercing or slashing; 100 hp max/day)			
	Headband of Vast Intelligence +2			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Librarian Class Features (Continued)			
	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 (PPPH:Lib)			
	Additional Evolutions			
	Immunity: Acid (2 points)			

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
2.0	0.0	0.0		2.0

TREASURE CARRIED					
#	TREASURE	WEIGHT			

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 MEDIUM HEAVY

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="14"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="15"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="16"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow	Evocation					CRB
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Forbid Action - Target obeys your command to not do something.	Enchantment					CRB
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	5	4		1	
22	1st	7	3	3	1	
23	2nd	5	2	2	1	
24	3rd	4	1	2	1	
	4th			2		
	5th			2		
	6th			1		
	7th			1		
	8th			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			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesser - Three creatures gain telepathy within close distance.	Divination	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - As detect magic, except detects the presence of technological object	Divination	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack roll.	Divination	2 rnds	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			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
2			Hive Mind - Three creatures gain telepathy within medium distance.	Divination	1 min/lvl	medium	will	yes	AAW:URC
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			Arcane Sight - Magical auras become visible to you.	Divination	1 min/lvl	personal	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
3			Hive Mind, Greater - 1 creature per caster level gains telepathy within long distance.	Divination	1 min/lvl	long	will	yes	AAW:URC