

Pertikis
CHARACTER
Monkey Goblin **small** **male**
RACE & LA SIZE GENDER
14 **Lawful Neutral** **Hadregash**
AGE ALIGNMENT DEITY
LANGUAGES: **Goblin, Polyglot, Common, Undercommon,**

Hebeloma
PLAYER
3'0" **34 lbs** **none** **red** **green**
HEIGHT WEIGHT HAIR EYES SKIN
Laughing Jungle, Sargava, Garund
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	16	3	12	4		
CON	12	1	12			
INT	16	3	16			
WIS	10	0	12	-2		
CHA	10	0	12	-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			
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP	8	FAVORED CLASS	Librarian	TOTALS	0	6	1	0	0	2	1		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	0	0	3	1		3		
TOUCH	17	-10+			3	1		3		
FLAT-FOOT	14	-10+	0	0	0	1		3		

SKILLS

	SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/>	ACROBATICS *	DEX	5		3	2
<input checked="" type="checkbox"/>	APPRAISE	INT	3		3	
<input type="checkbox"/>	BLUFF	CHA	0		0	
<input type="checkbox"/>	CLIMB *	STR	1		1	
<input checked="" type="checkbox"/>	CRAFT: (books)	INT	7	1	3	3
<input type="checkbox"/>	DIPLOMACY	CHA	0		0	
<input type="checkbox"/>	DISABLE DEVICE *	DEX			3	
<input type="checkbox"/>	DISGUISE	CHA	0		0	
<input type="checkbox"/>	ESCAPE ARTIST *	DEX	3		3	
<input type="checkbox"/>	FLY *	DEX	3		3	
<input type="checkbox"/>	HANDLE ANIMAL	CHA			0	
<input type="checkbox"/>	HEAL	WIS	0		0	
<input type="checkbox"/>	INTIMIDATE	CHA	0		0	
<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	4	1	0	3
<input type="checkbox"/>	PERFORM:	CHA	0		0	
<input checked="" type="checkbox"/>	PROF: (Librarian)	WIS	4	1	0	3
<input type="checkbox"/>	RIDE *	DEX	3		3	
<input type="checkbox"/>	SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/>	SLEIGHT OF HAND *	DEX			3	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	7	1	3	3
<input type="checkbox"/>	STEALTH *	DEX	9		3	6
<input type="checkbox"/>	SURVIVAL	WIS	0		0	
<input type="checkbox"/>	SWIM *	STR	1		1	
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	4	1	0	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	1	0	1			
REF	3	0	3			
WILL	2	2	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		1	1	
RANGED	4	0		3	1	
CMB	2	0	INT	3	1	-2
CMD	16	-10+	BOB	3	4	-2



FEATS & FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod Race: Monkey Goblin; Size: Small; Low-light Vision
 Armor Prof: None; Weapon Prof: club, dagger, staff +4 Stealth, Move 20; Climb 30
 Faction: Community of Librarians +2 save vs fear; +2 Acrobatics & Stealth
 Arcane Bond: Library Card; Arcane School: Divination Prehensile Tail
 Library Privileges: Research +1/+2/+3; Guests 0
 Dissertation: Physiology Feat: Scribe Scroll;
 Clever Defense (Ex) + Int Mod to AC

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 **0** / **2,000**
 SLOW MEDIUM FAST

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20			30	

INIT **3** = **3** DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

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	+2	1d3+1	19-20/x2	10	P,S	1.0	
quarterstaff	+2	1d4/1d4+1	20/x2		B	4.0	

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			Know the Enemy - Gain +10 on a monster Knowledge check.	Divination	instant	personal	none	no	PRG:UM
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			Read Weather - Forecast the weather at your location for the next 48 hours.	Divination	instant	personal	none	no	PCS:ISG
1			True Strike - +20 on your next attack roll.	Divination		personal	none	no	PRG:CRB
1			Residual Tracking - Tell creature's appearance by footprint.	Divination	instant	touch	none	no	PRG:APG