

Pertikis **Hebeloma**

CHARACTER: **Monkey Goblin** small male **3'0"** **34 lbs** none **red** **green**

RACE & LA: **14** **Lawful Neutral** **Hadregash** HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: **Goblin, Polyglot, Common, Undercommon, Infernal, Necril, Sphinx, Terran**



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	20	5	16	2	2	
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
32	27	5	Librarian	2	34	5	1	1	4	5
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	32	FAVORED CLASS	Librarian	TOTALS	2	34	5	1	1	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	3	1		5		
TOUCH	19	-10+			3	1		5		
FLAT-FOOT	16	-10+	0	0	0	1		5		

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
2	4	4	1	1		
4	1	3	1	3		
4	4	0	4	0		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
4	6	6	20	2		INT
4	6	6	20	2		INT
4	6	6	20	2		INT
4	6	6	20	2		INT



COMBAT NOTES & MODIFIERS						

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 +3/+6/+9; Guests 1

Dissertation: Physiology

Introduction: +1 Heal

Feat: Scribe Scroll;

Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC

Spell Specialization (Mind Thrust), +2 lv; Greater Spell Specialization (Mind Thrust)

Clever Defense (Ex) + Int Mod to AC

Improved Initiative +4

Lesser Guardian Scroll

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	34
<input type="checkbox"/> Acrobatics	5	DEX	3		2
<input checked="" type="checkbox"/> Appraise	10	INT	5	3	
<input type="checkbox"/> Bluff	0	CHA	0		
<input type="checkbox"/> Climb	1	STR	1		
<input checked="" type="checkbox"/> Craft (books)	13	INT	5	3	
<input type="checkbox"/> Diplomacy	0	CHA	0		
<input type="checkbox"/> Disable Device		DEX	3		
<input type="checkbox"/> Disguise	0	CHA	0		
<input type="checkbox"/> Escape Artist	3	DEX	3		
<input type="checkbox"/> Fly	3	DEX	3		
<input type="checkbox"/> Handle Animal		CHA	0		
<input type="checkbox"/> Heal	4	WIS	3	0	1
<input type="checkbox"/> Intimidate	0	CHA	0		
<input checked="" type="checkbox"/> Kn: (all)	13	INT	5	3	
<input type="checkbox"/> Kn:		INT	5		
<input type="checkbox"/> Kn:		INT	5		
<input type="checkbox"/> Kn:		INT	5		
<input type="checkbox"/> Kn:		INT	5		
<input checked="" type="checkbox"/> Linguistics	10	INT	2	5	3
<input checked="" type="checkbox"/> Perception	8	WIS	5	0	3
<input type="checkbox"/> Perform	0	CHA	0		
<input checked="" type="checkbox"/> Prof: (Librarian)	8	WIS	5	0	3
<input type="checkbox"/> Ride	3	DEX	3		
<input type="checkbox"/> Sense Motive	0	WIS	0		
<input type="checkbox"/> Sleight of Hand		DEX	3		
<input checked="" type="checkbox"/> Spellcraft	13	INT	5	5	3
<input type="checkbox"/> Stealth	9	DEX	3		6
<input type="checkbox"/> Survival	0	WIS	0		
<input type="checkbox"/> Swim	1	STR	1		
<input checked="" type="checkbox"/> Use Magic Device	5	CHA	2	0	3
<input type="checkbox"/>		STR			
<input type="checkbox"/>		STR			
<input type="checkbox"/>		STR			
<input type="checkbox"/>		STR			
<input type="checkbox"/>		STR			

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 **15,000 / 23,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20			30	

INIT	DEX MOD	+	WIS MOD	+	CHA MOD
7	3		4		

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	+6	1d3+3	19-20/x2	10	P,S	1.0	
quarterstaff+1	+5	1d4/1d4+2	20/x2		B	4.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	spellbook			
	Headband of Vast Intelligence +2			

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
5.0	0.0	0.0		5.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132			132	264
0	0			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
17	0	5	5			
18	1st	6	4	2		
19	2nd	4	3	1		
20	3rd	3	2	1		
	4th			1		
	5th			1		
	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

