Pertikis Hebeloma Monkey Goblin small male 3'0" 34 lbs none red WEIGHT EYES RACE & LA SIZE GENDER HEIGHT HAIR

DATHFINDER ROLEPLAYING GAME 20

green

14 Lawful Neutral Hadregash AGE ALIGNMENT DEITY	Laughing .	Jungle, Sargav		ETES	SKIN		ROLEP				-		3
LANGUAGES: Goblin, Polyglot, Common, Undercommon,			ON .			Original by	Neceros. Modifi						
		HITPOINT	•				S RECOR						
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						SENSE MOTIV		wis	0		0		
	S & FEATURES TRAITS, FEATS, AND CHARA	CTER FEATURES				☐ SLEIGHT OF H ☑ SPELLCRAFT		DEX INT	40	5	3 5	3	
Class: Librarian HD: d6; skills: 2 + Int Mod		onkey Goblin	; Size: Sma	all; Low-lig	ht Vision ,	STEALTH +		DEX	13 9	5	3	3	6
Armor Prof: None; Weapon Prof: club, dagger, s	taff +4 Stealtl	n, Move 20; C	Climb 30			SURVIVAL		wis	0		0		
Faction: Community of Librarians	+2 save v	s fear; +2 Ac	robatics &	Stealth		E SWIM ◆ ■ USE MAGIC D		STR CHA	5	2	0	3	
Arcane Bond: Library Card; Arcane School: Divina		•					STR						
Library Privilieges: Research +3/+6/+9; Guests							STR STR	-	_	_	_		
Dissertation: Physiology		ribe Scroll;					STR	-	_				
Introduction: +1 Heal		(Divination), G	reater Spell E	ocus (Divinat	tion) +2 DC		STR						
- I I I I I I I I I I I I I I I I I I I		ation (Mind Thrust),	•	•	<u> </u>	MARK A TO SHOW	STR A CLASS SKILL. O	LASS SKI	LLS WITH	I RANKS G	AIN A +3	TRAINED	BONUS.
					(willia Tillust)	* SKILL CA	N BE USED UNTR	AINED	* ARMO	R CHECK	PENALTY	APPLIES	
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		Improved Initiative +4						20	FL	LY SY	$\overline{}$	30	MISC
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ARMOR None													
SHIELD None													
WEAPON NAME & DESCRIPTION	ATTACK MOI	DIFIERS	DA	MAGE	CRITICAL	RANGE	TYPE WEIG	нт		АММ	O & NOTI	ES	
dagger +2	+6		1d	3+3	19-20/x	(2 10	P,S 1.0	0					

1d4/1d4+2

20/x2

В

4.0

+5

quarterstaff+1

	FEATS & SPECIAL ABILITIES								FEAT	S &	SPECIA	AL ABII	LITIES			
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L	NECK:	COP	PER										ADS &	LIFT		
	RING:								Lo	GHT DAD	LOAD	LOAD	N	HEAD	GROUND	PUSH
L	RING:	ARM	OR &		CARRII			TOTAL	1 —	14	88	132	Manageria	132	264	660
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			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
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	_		ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
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CLOSE: 25FT +	35		MEDIUM: 100FT + 150 LONG: 400FT + 600	FOCUSED		CLOS 25FT	+ 25	MEDIUM: 100FT +	100	LONG 400FT	⊦ I 400
5FT / 2 LV	/L	TOTAL	10FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		5FT / 2	TOTAL	TOFT / LVL	BILITY OTHE	40FT / L	JERENT POINTS
SPE	LL NTS	0		PROHIBITED		SP	PELL 0				
				SPELLS							
LEVEL	PREP	USED		ME & DESCRIPTION	school		DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells an		Divinat		1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in o	•	Divinat	_	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find	, , ,	Divinat		instant	40'	none	no	PRG:OA
0				re gains +2 on one Diplomacy or Intimidate check.	Divinat		1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a		Divinat	-	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north		Divinat		instant	personal	none	no	PRG:CRB
0				1 on one attack roll, saving throw, or skill check.	Divinat		1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe		Divinat		10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining	g it.	Divinat	ion	instant	30'	none	no	PRG:APG
<u> </u>											
1			Detect Aberration - Reveals presen		Divinat		10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	·	Divinat		10 min/lvl	long	none	no	PRG:CRB
1			<u> </u>	mpulsion, and possession of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL
1				creatures, spells, or objects of selected alignment.	Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			, ,	ects or creatures within a 60-foot cone.	Divinat		1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	•	Divinat		10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide		Divinat	_	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n	·	Divinat		10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w		Divinat	_	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v		Divinat		1 min/lvl	60'	none	no	PRG:CRB
1				and items of one alignment emit a ghostly radiance.	Divinat		1 rnd/lvl	personal	none	no	PRG:UC
1			Know the Enemy - Gain +10 on a n	-	Divinat	_	instant	personal	none	no	PRG:UM
1			Mind Thrust I - Mentally deal 1d6 p	<u> </u>	Divinat		instant	close	will		
1			Speak with Animals - You can com		Divinat		1 min/lvl	personal	none	no	PRG:CRB
1				ner at your location for the next 48 hours.	Divinat		instant	personal	none	no	PCS:ISG
1			True Strike - +20 on your next attac		Divinat			personal	none	no	PRG:CRB
1			Residual Tracking - Tell creature's	appearance by footprint.	Divinat	ion	instant	touch	none	no	PRG:APG
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		SPELLS						
LEVEL 2	PREP USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr 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		PRG:UI
2					60'	will	no	PRG:OA
_		Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl			no	
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	
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		Anticipate Thoughts - Gain increasing bonuses to AC and on attack rolls and damage rolls against one creature.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
2		Blood Transcription - Learn a spell from the target's blood.	Divination	24 hrs	touch	none	no	PRG:UM
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		Insect Spies - Use magic beetles as spies.	Divination	10 min/lvl	close	none	no	PRG:UI
3		Arcane Sight Magical auras become visible to you.	Divination	1 min/lvl	personal	none	no	PRG:CRB
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