

Pertikis Hebeloma
 CHARACTER PLAYER
 Monkey Goblin small male 3'0" 34 lbs none red green
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 14 Lawful Neutral Hadregash Laughing Jungle, Sargava, Garund
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Goblin, Polyglot, Common, Undercommon, Infernal, Necril, Sphinx, Terran, Draconic, Abyssal, Boggard, Drow



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	28	9	16	6	6	
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			
92	77	15	Librarian	7	133	15	5	5	9	15			
TOTAL HP			92	FAVORED CLASS	Librarian	TOTALS	7	133	15	5	5	9	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+	4	0	3	1		9		
TOUCH	23	-10+			3	1		9		
FLAT-FOOT	24	-10+	4	0	0	1		9		

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	5	1			
REF	8	5	3			
WILL	11	9	0	2		

COMBAT NOTES & MODIFIERS
 second attack BAB @ +2



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	7		1	1	
RANGED	11	7		3	1	
CMB	15	7	INT	9	1	-2
CMD	29	-10+	B7B	9	4	-2

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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
 Faction: Community of Librarians
 Arcane Bond: Library Card; Arcane School: Divination
 Library Privileges: Research +8/+16/+24; Guests 3
 Dissertation: Physiology
 Introduction: +4 Heal
 Methods: + Int Mod attack & dam (3/day)
 Results: 1 Ally gains + Int Mod attack & dam (2/day)
 Discussion: All Allies gain + Int Mod attack & dam (2/day)

+4 Stealth, Move 20; Climb 30
 +2 save vs fear; +2 Acrobatics & Stealth
 Prehensile Tail
 Feat: Scribe Scroll;
 Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
 Spell Specialization (Mind Thrust), +2 Int; Greater Spell Specialization (Mind Thrust)

Clever Defense (Ex) + Int Mod to AC
 Improved Initiative +4
 Lesser Guardian Scroll; Guardian Scroll
 Improved, Greater & Advanced Guardian Scroll
 Maximize Meta-magic feat (+3)

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	133
<input type="checkbox"/> ACROBATICS	6	1	3			2
<input checked="" type="checkbox"/> APPRAISE	22	10	9	3		
<input type="checkbox"/> BLUFF	0		0			
<input type="checkbox"/> CLIMB	1		1			
<input checked="" type="checkbox"/> CRAFT: (books)	27	15	9	3		
<input type="checkbox"/> DIPLOMACY	0		0			
<input type="checkbox"/> DISABLE DEVICE	9	6	3			
<input type="checkbox"/> DISGUISE	0		0			
<input type="checkbox"/> ESCAPE ARTIST	9	6	3			
<input type="checkbox"/> FLY	3		3			
<input type="checkbox"/> HANDLE ANIMAL			0			
<input type="checkbox"/> HEAL	17	13	0		4	
<input type="checkbox"/> INTIMIDATE	0		0			
<input checked="" type="checkbox"/> KN: (all)	27	15	9	3		
<input type="checkbox"/> KN:			9			
<input type="checkbox"/> KN:			9			
<input type="checkbox"/> KN:			9			
<input type="checkbox"/> KN:			9			
<input checked="" type="checkbox"/> LINGUISTICS	14	2	9	3		
<input checked="" type="checkbox"/> PERCEPTION	18	15	0	3		
<input type="checkbox"/> PERFORM	0		0			
<input checked="" type="checkbox"/> PROF: (Librarian)	18	15	0	3		
<input type="checkbox"/> RIDE	3		3			
<input type="checkbox"/> SENSE MOTIVE	0		0			
<input type="checkbox"/> SLEIGHT OF HAND	4	1	3			
<input checked="" type="checkbox"/> SPELLCRAFT	27	15	9	3		
<input type="checkbox"/> STEALTH	15	6	3		6	
<input type="checkbox"/> SURVIVAL	0		0			
<input type="checkbox"/> SWIM	1		1			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	16	13	0	3		
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
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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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20			30	

INIT 7 = 3 DEX MOD + 4 MISC MOD

HERO

SR **DR** 10/chaos

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +3	+12	1d3+4	19-20/x2	10	P,S	1.0	
quarterstaff+1	+10	1d4/1d4+2	20/x2		B	4.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	5	5			
22	1st	8	5	3		
23	2nd	7	5	2		
24	3rd	7	5	2		
25	4th	7	5	2		
26	5th	7	5	2		
27	6th	5	4	1		
28	7th	4	3	1		
29	8th	3	2	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			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

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rd/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			Telepathic Bond - Link lets allies communicate.	Divination	10 min/lvl	close	none	no	PRG:CRB
5			Prying Eyes - 1d4 + 1/level floating eyes scout for you.	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			Discern Location - Reveals exact location of creature or object.	Divination	instant	any	none	no	PRG:CRB
6			Scrying, Greater - As scrying, but faster and longer.	Divination	1 hr/lvl	any	will	yes	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 rd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	personal	none	no	PRG:CRB
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 rd/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			Moment of Prescience You gain +1/level insight bonus on single attack roll, check, or save.	Divination	1 hr/lvl	personal	none	no	PRG:CRB