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

Laughing Jungle, Sargava, Garund

14

Lawful Neutral

Hadregash

JATHFINDER ROLEPLAYING GAME?

AGE ALIGNMENT DEITY	HOMELAND & BACKGRO						100	ROI	EPI	LAN	YJUOK	G G	AM	DE /	O
LANGUAGES: Goblin, Polyglot, Common, Undercommon, Inf	fernal, Necril, Sphinx	, Terran, I	Draconic, Ab	vssal,	Boggard	d, Drow	Original	by Neceros.	Modified	d by abe	ellius@ya	hoo.com	. Version	1.0.2012	
LANGUAGES:				, ,	- 55										
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE	MP CURRENT	<u> </u>	HP GAINED	IIID.		CLASS		SS RE	COR	_		FORT	DEE	WILL	LEVELS
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Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Monke	ey Goblii	n; Size: Sm	all; Lo	w-light	\ P	STEALTH •				15	6	3	Ť	6
Armor Prof: None; Weapon Prof: club, dagger, st	aff +4 Stealth, M	10ve 20:	Climb 30				SURVIVAL			_	0		0		
	+2 save vs fe			Ctool	lth.		■ Swim •			STR	1		1		
Faction: Community of Librarians			crobalics o	Steal	ıtrı		⊉ Use Magic ⊒		STR	НА	16	13	0	3	
Arcane Bond: Library Card; Arcane School: Divinati		all							STR	I	\equiv				
Library Privilieges: Research +8/+16/+24; Guests									STR	╌	_				
Dissertation: Physiology	Feat: Scribe								STR						
Introduction: +4 Heal	<u>`</u>	pell Focus (Divination), Greater Spell Focus (Divination) +2 DC													
Methods: + Int Mod attack & dam (3/day)	Spell Specialization (alization (Mi	ind Thrust) M	Thrust) MARK A TO SHOW A CLASS SKILL, CLASS SKILLS WITH RANKS GAIN A +3 TRAIN * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIE							APPLIES	BONUS.
Results: 1 Ally gains + Int Mod attack & dam (2/da	(Clever Defendance)	ise (Ex)	+ Int Mod to	AC			EXPERIENCE 635,000 / 890,000								0
Discussion: All Allies gain + Int Mod attack & dam (2/da	ay) Improved Init	tiative +4							— ,	BASE		(S)	$\overline{}$	СІМВ	MISC
	Lesser Guard						SPEED		الِي	20	<u>' </u>			30	
	Improved, Gr	reater &	Advanced (Guard	ian Scr	roll	INIT	7		= [3	MOD	+ _		MISC MOD
	Maximize Me	eta-magi	c feat (+3)				HERO								
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ARMOI	R & WEAPONS	AC BONUS M	AX DEX PENALTY	SPELL FAIL	L TYPE	WEIGHT	POOL POI	NTS		_					
ARMOR Librarian's Cloak		4													
SHIELD None															
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	s	DA	MAGE		CRITICAL	RANGE	TYPE	WEIGH	IT .		АММ	D & NOTE	s	
dagger +3	+12		10	3+4		19-20/x2	2 10	P,S	1.0)					
quarterstaff+1	+10		1d4/	1d4+2	2	20/x2		В	4.0)					

	FEATS & SPECIAL ABILITIES							FATS	& SPECI	AI ARII	ITIES			
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	Headband of Vast Intelligence +6				⇃닎									
	Librarian's Cloak +4 AC, +2 Will, DR10/chaos				↓L									
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V				┦┞	1								
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н	EADBAND:	SILVER												
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	RING:							LIGHT	MEDIUM LOAD		ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		C	ARRIE	D WE	IGHT		44		132	T/	132	264	660
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			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
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	9	th	1 SF	Divination			9th				
CLOSE: 25FT + 5FT / 2 LV	60	7	MEDIUM: 100FT + 400FT + 40FT / LVL 1,000	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT +	100	LONG: 400FT + 40FT / LV	400
3F1 / Z LV		TOTAL	10FT / LVL 40FT / LVL 1,000	PROHIBITED		3F1 / 2 LVL	TOTAL	10FT / LVL	BILITY OTHE	•	KRENT POINTS
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				SPELLS							
LEVEL	PREP	USED		ESCRIPTION	SCHOOL		RATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and ma		Divination		nin/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one of	•	Divination		stant	close	none		PRG:CRB
0			Detect Psychic Significance - Find psych	, ,	Divination		stant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gai	Ins +2 on one Diplomacy or Intimidate check.	Divination		min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at -2.		Divination		stant	touch	fort	-	PPC:HotD
0			Know Direction - You discern north.		Divination		stant	personal	none		PRG:CRB
0			Guidance - Touched creature gains +1 on o		Divination		min	touch	will	•	PRG:CRB
0			Read Magic - Read scrolls and spellboo	DKS.	Divination		min/lvl	personal	none		PRG:CRB
0			Sift - See area as though examining it.		Divinatio	on ins	stant	30'	none	no	PRG:APG
4			Detect Abouteties Development	f abouttions	Divinatio	10 "	na ina /lu d	long			DDC:ADC
1			Detect Aberration - Reveals presence of		Divination		min/lvl min/lvl	long	none		PRG:APG PRG:CRB
1			Detect Animals or Plants - Detects kinds Detect Charm - Detect each charm, compuls	•				long 60'	none		PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatu	, I	Divination Divination		nin/IvI min/IvI	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects		Divination		nin/IvI	60'	none		PPC:PotR
1			Detect Radiation - Detect radiation in the		Divination		min/lvl	120'		no	PCS:TG
1			Detect Secret Doors - Reveals hidden d	-	Divination		nin/IvI	60'	none		PRG:CRB
1			Detect Snares and Pits - Reveals natura		Divination		min/lvl	60'	none		PRG:CRB
1			Detect the Faithful - Detect other worshi		Divination		nin/IvI	60'	none		PC:TEoG
1			Detect Undead - Reveals undead within	, , ,	Divination		nin/IvI	60'	none		PRG:CRB
1			See Alignment - In your sight, creatures and ite		Divination		nd/lvl	personal	none		PRG:UC
1			Know the Enemy - Gain +10 on a monst		Divination		stant	personal	none	no	PRG:UM
1			Mind Thrust I - Mentally deal 1d6 points	-	Divination		stant	close	will		PRG:OA
1			Speak with Animals - You can communi	<u> </u>	Divination	n 1 m	nin/lvl	personal	none	-	PRG:CRB
1			Read Weather - Forecast the weather a		Divination		stant	personal	none	no	PCS:ISG
1			True Strike - +20 on your next attack rol		Divination			personal	none		PRG:CRB
1			Residual Tracking - Tell creature's appe		Divination		stant	touch	none		PRG:APG
			2								

			SPELLS			4			
LEVEL 2	PREP	USED	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	no	PRG:UI
2			Detect Desires - Learn what creatures desire. Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2					1 min/lvl	60'			PRG:UI
\vdash			Detect Magic, Greater - As detect magic, but learn more information.	Divination			none	no	
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			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
4			Commune with Nature - Learn about terrain for 1 mile/level.	Divination	instant	personal	none	no	PRG:CRB
4			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination	conc.	personal	none	no	PRG:CRB
4			Detect Scrying - Alerts you to magical eavesdropping	Divination	24 hrs	40'	none	no	PRG:MA
4			Discern Lies - Reveals deliberate falsehoods.	Divination	1 rnd/lvl	close	will	_	PRG:CRB
4			Divination - Provides useful advice for specific proposed actions.	Divination	instant	personal	none	no	PRG:CRB
4			Find Quarry - You can sense whether a particular creature is within 20 miles of your location.	Divination	instant	personal	none	no	PRG:UC
4			Mind Thrust IV - As mind thrust I , but a maximum of 15d8 points of damage and target is fatigued for 1 round.	Divination	instant	close	will		PRG:OA
4			Mind Thrust I, Communal - As mind thrust I, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	PPPH:L
4			Telepathy - Communicate mentally with creatures within 100 ft.	Divination	1 min/lvl	100'	none	no	PRG:OA
4			Synapse Overload - Deal 1d6 points of damage per level (max 15d6) and stagger target for 1 minute.	Divination	instant	touch	fort	yes	PRG:OA
4			Foretell Failure - Cast before a d20 roll, you can change your action if it would fail on a roll of 9 or less on the roll.	Divination	instant	personal	none	-	PPC:ArA

9		0	SPELLS					· v	
LEVEL 5	PREP	USED	NAME & DESCRIPTION Commune - Deity answers one yes-or-no question/level.	school Divination	1 rnd/lvl	personal	SAVE	sr no	PRG:CRB
5			Locate Gate - Find a nearby magical portal.	Divination	1 min/lvl		none		PRG:HA
-				Divination		long	none	no	PRG:OA
5			Mind Thrust V - As mind thrust IV, but target is exhausted or fatigued for 1 round.		instant	close	will		
5			Mind Thrust II, Communal - As mind thrust II, but distribute damage and effects among multiple targets.	Divination	instant	close	will	yes	
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will		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
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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 rnd/lvl	close	will	no	PPPH:L
7			Vision - As legend lore, but quicker.	Divination	1 action	personal	none	no	PRG:CRB
<u> </u>			Vision 7 to logistic torio, but quisitor.	Divinduon	T dollori	porcoriai	110110	110	
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_				5	4 1				550 5 A
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		PRG:PsA
⊢ŭ-			Hong Samud's Alternate Reality II Exchange target with enhanced version of itself from parallel reality.	Divination	1 rnd/lvl	close	will	_	PPPH:L
8			Mind Thrust V, Communal As mind thrust V, but distribute damage and effects among multiple targets.	Divination	instant	close	will	+	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
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