

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, Gnome, Dark Folk



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	32	11	16	10	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	
122	102	20	Librarian	10	199	20	6	6	12	20	
TOTAL HP			TOTALS		10	199	20	6	6	12	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING


ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	4	0	3	1		11		
TOUCH	25	-10+			3	1		11		
FLAT-FOOT	26	-10+	4	0	0	1		11		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	6	1			
REF	9	6	3			
WILL	14	12	0	2		

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	10		1	1	
RANGED	14	10		3	1	
CMB	20	10	INT	11	1	-2
CMD	34	-10+	10	11	4	-2

COMBAT NOTES & MODIFIERS

second attack BAB @ +5



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	133
<input type="checkbox"/> ACROBATICS	6	1	3			2
<input checked="" type="checkbox"/> APPRAISE	24	10	11	3		
<input type="checkbox"/> BLUFF	0		0			
<input type="checkbox"/> CLIMB	1		1			
<input checked="" type="checkbox"/> CRAFT: (books)	29	15	11	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)	29	15	11	3		
<input type="checkbox"/> KN:			11			
<input type="checkbox"/> KN:			11			
<input type="checkbox"/> KN:			11			
<input type="checkbox"/> KN:			11			
<input checked="" type="checkbox"/> LINGUISTICS	16	2	11	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	29	15	11	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"/>						
<input type="checkbox"/>						

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	+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 +8/+16/+24; Guests 3	Feat: Scribe Scroll;
Dissertation: Physiology	Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC
Introduction: +4 Heal	Spell Specialization (Mind Thrust), +2 Int; Greater Spell Specialization (Mind Thrust)
Methods: + Int Mod attack & dam (3/day)	Clever Defense (Ex) + Int Mod to AC
Results: 1 Ally gains + Int Mod attack & dam (2/day)	Improved Initiative +4
Discussion: All Allies gain + Int Mod attack & dam (2/day)	Lesser Guardian Scroll; Guardian Scroll
Conclusion: 5 bleed damage/md for dissertation attacks; DC25 heal	Improved, Greater & Advanced Guardian Scroll
	Maximize (+3), Disruptive (+1) & Enlarge (+1) Meta-magic Feats

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +4	+16	1d3+5	19-20/x2	10	P,S	1.0	
quarterstaff+2	+14	1d4/1d4+3	20/x2		B	4.0	

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 3,600,000 / 3,600,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20			30	
INIT	7	=	3	DEX MOD	+ 4
HERO					
SR	30				
DR	10/chaos				
RESISTANCES					
POOL POINTS					

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 +6			
	Greater Librarian's Cloak +4 AC, +2 Will, DR10/chaos, SR 10+lvl			
	Librarian's Satchel w/ 5 scrolls of mind thrust I to V			

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	LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	N	132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT MEDIUM HEAVY

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
23	0	5	5			
24	1st	8	5	3		
25	2nd	8	5	3		
26	3rd	8	5	3		
27	4th	7	5	2		
28	5th	7	5	2		
29	6th	7	5	2		
30	7th	7	5	2		
31	8th	6	5	1		
32	9th	6	5	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
2			Augury - Learns whether an action will be good or bad.	Divination	instant	personal	none	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 Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
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	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	no	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	yes	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	no	PPC:ArA

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rnd/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 rnd/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 rnd/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
9			Foresight - "Sixth sense" warns of impending danger.	Divination	10 min/lvl	touch	none	no	PRG:CRB
9			Hong Samud's Alternate Reality III - Exchange target with version in parallel reality where it does not exist; thus annihilating it.	Divination	instant	close	fort	no	PPPH:L
9			Mind Thrust VI, Communal - As mind thrust VI, but distribute damage and effects among multiple targets. PPPH:L	Divination	instant	close	will	yes	PPPH:L
9			Omniscience - Unleash an onslaught of information, significant and otherwise.	Divination	1 rnd	medium	none	no	PPPH:L