



ABILITY SCORE							TOTAL		MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2									
DEX	10	0	12	-2									
CON	12	1	10	2									
INT	32	11	18	8	6								
WIS	10	0	10										
	10	0	10										

HITPOINTS				CLASS RECORDER																			
CURRENT HP 92		HP GAINED	77	HD	15	CLASS NAME			Librarian	BAB	7	SKILL	168	FC HPS	15	FORT	5	REF	5	WILL	9	LEVELS	15
NONLETHAL HP DAM																							
TEMPORARY HP																							
TOTAL HP		92	FAVORED CLASS		Librarian	TOTALS		7	168	15	5	5	9	15									

CHA	10	0	10			
ABILITY SCORE & RACIAL NOTES						

CONDITIONS & MISCELLANEOUS TRACKING									

SKILLS						RANKS TOTAL	168
TOTAL	RANKS	ABILITY	TRAINED	MISC			
DEX	0	0	0	0			
* ☐ ACROBATICS ☐							

ATTACKS & DEFENSE											☒ APPRAISE					INT	29	15	11	3	
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP		☐ BLUFF	CHA	0		0				
AC	26	=10+	4	0	0	-1		2	11				☐ CLIMB •	STR	6	6	0				
TOUCH	20	=10+			0	-1			11				☒ CRAFT: (books)	INT	29	15	11	3			
FLAT-FOOT	26	=10+	4	0	0	-1		2	11				☐ DIPLOMACY	CHA	0		0				
												☐ DISABLE DEVICE •	DEX			0					
												☐ DISGUISE	CHA	0		0					

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

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

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	7		0	-1	
ATTACK MODIFIER	6	7		0	-1	
RANGED	19	7	INT	11	-1	2
ATTACK MODIFIER	29	+10	B7B	DOE & DEFLECT	SYN & DEX	-1 2

COMBAT NOTES & MODIFIERS

second attack @ +2 BAB



*	SKILL	DEX	INT	WIS	CHA	CON	STR
* ESCAPE ARTIST ♦		0	0	0	0	0	0
* FLY ♦		6	6	0	0	0	0
□ HANDLE ANIMAL				0	0	0	0
* HEAL		11	11	0	0	0	0
* INTIMIDATE		0	0	0	0	0	0
☑ KN: (all)		29	15	11	3		
□ KN:				11			
□ KN:				11			
□ KN:				11			
□ KN:				11			
□ KN:				11			
☑ LINGUISTICS		29	15	11	3		
* PERCEPTION		18	15	0	3		
* PERFORM:		0	0	0	0		
☑ PROF: (Librarian)		18	15	0	3		

		* RIDE •	DEX	0	0			
		* SENSE MOTIVE	WIS	11	11	0		
		SLEIGHT OF HAND •	DEX			0		
		SPELLCRAFT	INT	29	15	11	3	
		* STEALTH •	DEX	3	3	0		
		* SURVIVAL	WIS	11	11	0		
		* SWIM •	STR	0		0		
		USE MAGIC DEVICE	CHA	18	15	0	3	
			STR					
			STR					
			STR					
			STR					
			STR					
			STR					

FEATS & FEATURES					
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES					
Class: Librarian HD: d6; skills: 2 + Int Mod		Race: Funglet - Humanoid; Plant (AAW:URC 97)			
Armor Prof: None; Weapon Prof: club, dagger, staff		Large -1 AC & attack; +1 CMB & CMD; Reach 10'			
Faction: Community of Librarians		Minesight: low-light vision & darkvision 90 ft., dazzled in bright light			
Arcane Bond: Library Card; Arcane School: Divination		Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning			
Library Privileges: Research +8/+16/+24; Guests 3		Natural Armor: +2 AC; Vulnerability: Fire + 50% damage			
Dissertation: Mycology		subtype: Fantasfunglet			
Introduction: Leshy Science: summon x=3 fungus leshy (1/day)		Feat: Scribe Scroll			

Methods: Fruiting Body: Cause fungus leshy to gestate inside foe (1/day)	Spell Focus (Divination), Greater Spell Focus (Divination) +2 DC	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 30 INIT 0 = 0 DEX MOD + MISC MOD HERO SR DR 10/chaos RESISTANCES
Results: Mycorrhizal Network (Sp): Redistribute damage/healing w/in 50' (1/day)	Spell Specialization (Mind Thrust), +2 lv; Greater Spell Specialization (Mind Thrust)	
Discussion: Mycelium Headdress (Sp): grant fungal wig (1/day)	Clever Defense (Ex) Add Int Mod to Deflect AC	
water/air breathing, immunity to non-magical poisons, DR/10 negative energy ; -1 Cha	Lesser Guardian Scroll; Guardian Scroll (PPPH:Lib)	
	Improved, Greater & Advanced Guardian Scroll	
	Maximize Meta-magic Feat (+3)	

		RESISTANCES	
ARMOR & WEAPONS		POOL POINTS	

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 +5		+6+5	1d4+5	19-20/x2	10	P,S	1.0	
quarterstaff +2		+6+2	1d6/1d6+2	20/x2		B	4.0	

[illegible][illegible]

BAGS & CONTAINERS

№	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
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	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT ☒ MEDIUM ☐ HEAVY ☐				

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