

Karaihe  
 CHARACTER: **Crystalix** Medium Female  
 RACE & LA: **Crystalix** Medium Female  
 AGE: **21** Alignment: **Lawful Neutral** Deity: **Naderi, the Lost Maiden**  
 LANGUAGES: **Aquan, Common, Abyssal, Celestial, Infernal**

Hebeloma  
 PLAYER: **6'2"** **165 lbs** **blue-white** **cyan** **white**  
 HEIGHT WEIGHT HAIR EYES SKIN  
**Shining Sea**  
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>10</b>	<b>0</b>	<b>12</b>	<b>-2</b>		
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>CON</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>INT</b>	<b>18</b>	<b>4</b>	<b>18</b>			
<b>WIS</b>	<b>12</b>	<b>1</b>	<b>10</b>	<b>2</b>		
<b>CHA</b>	<b>12</b>	<b>1</b>	<b>10</b>	<b>2</b>		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>9</b>	<b>8</b>	<b>1</b>	<b>Librarian</b>	<b>0</b>	<b>7</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	<b>9</b>	<b>FAVORED CLASS</b>	<b>Librarian</b>	<b>TOTALS</b>	<b>0</b>	<b>7</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>2</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>17</b>	-10+	<b>0</b>	<b>0</b>	<b>3</b>			<b>4</b>		
<b>TOUCH</b>	<b>17</b>	-10+			<b>3</b>			<b>4</b>		
<b>FLAT-FOOT</b>	<b>14</b>	-10+	<b>0</b>	<b>0</b>	<b>0</b>			<b>4</b>		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>2</b>	<b>0</b>	<b>2</b>			
<b>REF</b>	<b>3</b>	<b>0</b>	<b>3</b>			
<b>WILL</b>	<b>3</b>	<b>2</b>	<b>1</b>			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>0</b>	<b>0</b>		<b>0</b>		
<b>RANGED</b>	<b>3</b>	<b>0</b>		<b>3</b>		
<b>CMB</b>	<b>4</b>	<b>0</b>	<b>INT</b>	<b>4</b>		
<b>CMD</b>	<b>17</b>	-10+	<b>BOB</b>	<b>4</b>	<b>3</b>	



**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Librarian HD: d6; skills: 2 + Int Mod  
 Race: Crystalix (Humanoid: Aquatic, Merfolk) (CSBBB-43)  
 Armor Prof: None; Weapon Prof: club, dagger, staff  
 Racial Buoyancy -60; Depth Tolerance: 1,000 feet  
 Faction: Community of Librarians  
 Fast Swim Speed: swim 30 ft; land 5 ft  
 Arcane Bond: Library Card; Arcane School: Divination  
 Natural Diplomat: class skill & bonus skill focus  
 Library Privileges: Research +1/+2/+3; Guests 0  
 Greedy Eyes: +2 Appraise skill checks  
 Dissertation: Ethnographic Studies: Merfolk of Icy Seas  
 Enhanced Cold Resistance: DR cold 10 & thaw after frozen  
 Unshakable: +2 save vs emotion; reroll failed save vs shaken  
 Feat: Scribe Scroll  
 Clever Defense (Ex) Add Int Mod to Deflect AC

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 3		3		
* APPRAISE	INT 6		4		2
* BLUFF	CHA 1		1		
* CLIMB	STR 0		0		
* CRAFT (books)	INT 8	1	4	3	
* DIPLOMACY	CHA 4		1		3
* DISABLE DEVICE	DEX		3		
* DISGUISE	CHA 1		1		
* ESCAPE ARTIST	DEX 3		3		
* FLY	DEX 3		3		
* HANDLE ANIMAL	CHA		1		
* HEAL	WIS 1		1		
* INTIMIDATE	CHA 1		1		
* KN: (all)	INT 8	1	4	3	
* KN:	INT		4		
* KN:	INT		4		
* KN:	INT		4		
* KN:	INT		4		
* KN:	INT		4		
* LINGUISTICS	INT		4		
* PERCEPTION	WIS 5	1	1	3	
* PERFORM	CHA 1		1		
* PROF: (Librarian)	WIS 5	1	1	3	
* RIDE	DEX 3		3		
* SENSE MOTIVE	WIS 1		1		
* SLEIGHT OF HAND	DEX		3		
* SPELLCRAFT	INT 8	1	4	3	
* STEALTH	DEX 3		3		
* SURVIVAL	WIS 1		1		
* SWIM	STR 1	1	0		
* USE MAGIC DEVICE	CHA 5	1	1	3	
	STR				
	STR				
	STR				
	STR				
	STR				

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  **0 / 2,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>5</b>	<b>5</b>		<b>30</b>		

**INIT** **3** = **3** DEX MOD +  MISC MOD

**HERO**

**SR**  **DR** **cold 10**

**RESISTANCES**

POOL POINTS	
<b></b>	<b></b>

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+2	1d4	19-20/x2	10	P,S	1.0	
quarterstaff	0	1d6/1d6	20/x2		B	4.0	



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	4	3		1	
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	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				

**BLOODLINES & PATRONS**

BLOODLINE/PATRON   
BLOODLINE/PATRON

**DOMAINS**

DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY   
FOCUSSED   
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			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesser - Three creatures gain telepathy within close distance.	Divination	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - As detect magic, except detects the presence of technological object	Divination	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack roll.	Divination	2 rnds	personal	none	no	PRG:CRB