

Karaihe
 CHARACTER
Crystalix Medium Female
 RACE & LA SIZE GENDER
 21 Lawful Neutral Naderi, the Lost Maiden
 AGE ALIGNMENT DEITY
 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
STR	10	0	12	-2		
DEX	16	3	16			
CON	14	2	14			
INT	22	6	18		2	2
WIS	12	1	10	2		
CHA	12	1	10	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
42	37	5	Librarian	2	37	5	1	1	4	5
TOTAL HP			TOTALS							
42			2 37 5 1 1 4 5							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	3			6		
TOUCH	19	-10+			3			6		
FLAT-FOOT	16	-10+	0	0	0			6		

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	1	2			
REF	4	1	3			
WILL	5	4	1			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	2		0		
RANGED	5	2		3		
CMB	8	2	INT	6		
CMD	21	-10+	B2B	6	3	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	3		3		
<input checked="" type="checkbox"/> APPRAISE	INT	12	1	6	3	2
<input type="checkbox"/> BLUFF	CHA	1		1		
<input type="checkbox"/> CLIMB	STR	0		0		
<input checked="" type="checkbox"/> CRAFT: (books)	INT	14	5	6	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	8	1	1	3	3
<input type="checkbox"/> DISABLE DEVICE	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	1		1		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		3		
<input type="checkbox"/> FLY	DEX	3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA			1		
<input type="checkbox"/> HEAL	WIS	1		1		
<input type="checkbox"/> INTIMIDATE	CHA	1		1		
<input checked="" type="checkbox"/> KN: (all)	INT	14	5	6	3	
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input checked="" type="checkbox"/> LINGUISTICS	INT			6		
<input checked="" type="checkbox"/> PERCEPTION	WIS	9	5	1	3	
<input type="checkbox"/> PERFORM:	CHA	1		1		
<input checked="" type="checkbox"/> PROF: (Librarian)	WIS	9	5	1	3	
<input type="checkbox"/> RIDE	DEX	3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	14	5	6	3	
<input type="checkbox"/> STEALTH	DEX	3		3		
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input type="checkbox"/> SWIM	STR	5	5	0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	9	5	1	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & 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 +3/+6/+9; Guests 1
 Greedy Eyes: +2 Appraise skill checks
 Dissertation: Ethnographic Studies: Merfolk of Icy Seas
 Enhanced Cold Resistance: DR cold 10 & thaw after frozen
 Introduction: control temperature & salinity of 2 gallons water/lv
 Unshakable: +2 save vs emotion; reroll failed save vs shaken
 Feat: Scribe Scroll
 Clever Defense (Ex) Add Int Mod to Deflect AC
 Spell Focus & Greater Spell Focus (Divination) +2 DC
 Spell Specialization & Greater Spell Spec. (Divination): Mind Thrust
 Lesser Guardian Scroll
 Toughness +1 hp/lvl

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		15,000	/	23,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>				
SPEED	BASE	FLY	SWIM	CLIMB
	5		30	
INIT	3	=	3	DEX MOD +
HERO				MISC MOD
SR		DR	cold 10	
RESISTANCES				
POOL POINTS				

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

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0	5	4		1	
19	1st	7	3	2	1	
20	2nd	4	2	1	1	
21	3rd	3	1	1	1	
	4th			1		
	5th			1		
	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

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			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

