Karaihe Hebeloma Crystolix Medium Female 6'2" 165 lbs blue-white white cyan SKIN RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES Naderi, the Lost Maiden 21 Lawful Neutral Shining Sea HOMELAND & BACKGROUND OCCUPATION Aquan, Common, Abyssal, Celestial, Infernal Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 10 0 12 -2 **STR** 37 5 Librarian 2 37 5 1 4 5 3 16 16 DEX 2 14 CON 14 NONLETHAL HP DAM 22 INT 6 18 2 2 EMPORAR 12 1 2 WIS 10 2 37 5 1 4 TOTAL HP Librarian **TOTALS** 5 12 2 1 10 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 3 3 ATTACKS & DEFENSE APPRAISE INT 12 6 3 BLUFF СНА 19 0 3 6 AC =10+ ⋆□ CLIMB ◆ STR 0 0 CRAFT: (books) 14 6 19 3 6 MAXIMUM **TOUCH** =10+ DIPLOMACY CHA 8 1 3 3 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 16 0 0 0 6 0% FLAT-FOOT **-10**+ FAILURE ∗□ Disguise CHA 1 ★□ ESCAPE ARTIST ◆ DEX 3 3 DEX *□ FLY • 3 3 AVING THROWS ABILITY ☐ HANDLE ANIMAL 2 CHA 1 3 1 **FORT** ÷□ HEAL WIS 1 4 1 3 СНА REF 1 ☑ KN: (all) INT 14 6 5 WILL 4 1 ■ KN: INT 6 ☐ KN: INT 6 ATTACKS BASE ATTACK BONUS ☐ KN: INT 6 MELEE 2 0 2 ☐ Kn: 6 INT ☐ KN: INT 6 RANGED 5 2 3 ✓ LINGUISTICS INT 6 PERCEPTION WIS 9 5 1 3 **CMB** 8 2 INT 6 PERFORM: PROF: (Librarian) WIS 9 5 1 3 CMD 21 B2B 6 10. ∗□ Ride • DEX 3 3 E SENSE MOTIVE 1 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 3 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES ✓ SPELLCRAFT INT 14 6 Class: Librarian HD: d6; skills: 2 + Int Mod Race: Crystolix (Humanoid: Aquatic, Merfolk) (CSBBB-43) ***□** STEALTH • DEX 3 ⊹□ SURVIVAL WIS Armor Prof: None; Weapon Prof: club, dagger, staff Racial Buoyancy -60; Depth Tolerance: 1,000 feet ÷□ Swiм • STE 5 0 5 Faction: Community of Librarians Fast Swim Speed: swim 30 ft; land 5 ft ✓ USE MAGIC DEVICE СНА 9 5 3 STR Arcane Bond: Library Card; Arcane School: Divination Natural Diplomat: class skill & bonus skill focus STR Library Privilieges: Research +3/+6/+9; Guests 1 Greedy Eyes: +2 Appraise skill checks STR STR Dissertation: Ethnographic Studies: Merfolk of Icy Seas Enhanced Cold Resistance: DR cold 10 & thaw after frozen STR Introduction: control temperature & salinity of 2 gallons water/lvl Unshakable: +2 save vs emotion; reroll failed save vs shaken STR Feat: Scribe Scroll Clever Defense (Ex) Add Int Mod to Deflect AC **EXPERIENCE** 15,000 23,000 FAST 🔲 Spell Focus & Greater Spell Focus (Divination) +2 DC BASE SWIM 5 **SPEED** 30 Spell Specialization & Greater Spell Spec. (Divination): Mind Thrust DEX MOD MISC + Lesser Guardian Scroll INIT Toughness +1 hp/lvl **HERO** SR DR cold 10 **RESISTANCES POOL POINTS** None None WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL AMMO & NOTES

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

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LEVEL	PREP	USED	Dotoot Magia D	otooto all		NAME & DESCRIPTION		SCHOOL		DURATION	RANGE	SAVE	SR	REFERENCE
0						nd magic items withir		Divinat		1 min/lvl	60'	none	no	PRG:CRB
0						one creature or small psychically charged	•	Divinat Divinat	_	instant instant	close 40'	none		PRG:OA
0			-				olomacy or Intimidate check.	Divinat		1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll fa	-			nomacy of intimidate check.	Divinat		instant	touch	fort	<u> </u>	PPC:HotD
0			Know Direction -					Divinat		instant	personal	none	no	PRG:CRB
0							aving throw, or skill check.	Divinat		1 min	touch	will	_	PRG:CRB
0			Read Magic - Re				aving throw, or skill check.	Divinat		10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as					Divinat		instant	30'	none	no	PRG:APG
_			Ont - Oce area a	s triougir e	5Xarriii iii	ig it.		Divinat	1011	motant	30	Hone	110	TRO.AT O
1			Detect Aberration	n - Revea	ls prese	nce of aberrations.		Divinat	ion	10 min/lvl	long	none	no	PRG:APG
1					<u> </u>	kinds of animals or	plants.	Divinat		10 min/lvl	long	none	no	PRG:CRB
1						·	sion of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL
1							jects of selected alignment.	Divinat		10 min/lvl	60'	none	_	PRG:CRB
1						ojects or creatures wi	,	Divinat	_	1 min/lvl	60'	none	no	PPC:PotR
1						n in the surrounding a		Divinat	ion	10 min/lvl	120'	none	no	PCS:TG
1						den doors within 60 f		Divinat		1 min/lvl	60'	none	no	PRG:CRB
1						natural or primitive tra		Divinat		10 min/lvl	60'	none	_	PRG:CRB
1						vorshipers of your de		Divinat	ion	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead -	Reveals	undead	within 60 ft.		Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In	your sight,	creatures	and items of one alignm	nent emit a ghostly radiance.	Divinat	ion	1 rnd/lvl	personal	none	no	PRG:UC
1			Mental Block - Pre	event the to	arget fro	m using its skill ranks,	spells, feats, and abilities.	Divinat	ion	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - M	lentally de	eal 1d6 p	points of damage per	level.	Divinat	ion	instant	close	will	yes	PRG:OA
1			Mindlink - Comm	unicate a	great de	eal of information in a	an instant.	Divinat	ion	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesse	er - Three	creature	es gain telepathy with	nin close distance.	Divinat	ion	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - A	s detect m	agic, ex	cept detects the prese	nce of technological object	Divinat	ion	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Anim	als - You	can con	nmunicate with anima	als.	Divinat	ion	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20	on your r	next atta	ick roll.		Divinat	ion	2 rnds	personal	none	no	PRG:CRB

	2		SPELLS			.00		·	
LEVEL 2	PREP	USED	NAME & DESCRIPTION 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		PRG:UI
-								no	
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			Identify - Gives +10 bonus to identify magic items	Divination	3 rnd/lvl	personal	none	no	PRG:CRB
2			Speak with Plants - You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
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	_	PRG:CRB
3			Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	ves	PPC:ArA
3			Mind Thrust III - As mind thrust I, but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	_	PRG:OA
3			Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	-	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			Pierce Disguise - See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
٣			There bisguise dee through low level magical disguises.	Bivillation	1 111111/11	personal	Hone	110	1110.7100
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