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DATHFINDER

AGE	ALIGNMEN	••		DEITY				HOMELAND & BA	ACKGROUP	ND OCCUPA	ATION					- WONE	OLI	EPI	- AVY	7000	G C	AJI	OE /	O
	Comm		Gnome		n Flven																			
LANGUAGES: Common, Gnome, Sylvan, Elven														Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012										
ABILITY SC	ORE T	OTAL	MOD	BASE	ENHANCE	MISC	TEMP		URRENT H	POIN		P GAINED	нр			CLASS CLASS NAME		BAB		FC HPS	FORT	REF	WILL	LEVELS
STR		15	2	17	-2				OKKEITT II		- "	19	2			d: Archivist		1	SKILL		0	3	3	2
DEX		16	3	16				-	1 C)														
CON		15	2	13	2				1															
INT		17	3	17				NONLETHAL HP DAM																
WIS		10	0	10				TEMPORARY HP																
	_		—	-					тс	TAL H	IP	19	FAVOR CLASS		Ba	rd TOT	ALS	1	0	0	0	3	3	2
CHA 20 5 18 2							CONDITIONS & MISCELLANEOUS TRACKING													18 MISC				
RACIAL																* ★ ACROBATICS •		DE		3	AITKS	3	KATTED	
121122				101100				& DEFENS				25140				*☑ Appraise		IN		3		3		
ARMOR CL		OTAL	١.,	ARMOR	SHIELD	DEX	SIZE	DODGE NA	TURAL I	DEFLECT	MISC	TEMP	ARM	OR CHECK		* BLUFF		CH S1	_	2	2	5	3	
AC		18	=10+	4	0	3	1	<u> </u>	_			<u> </u>	_	PENALTY	0	*☑ CLIMB • *☑ CRAFT: Magic In	nstruments		_	8	2	3	3	
TOUC	:H	14	=10+			3	1							MAXIMUM DEX	4	*☑ DIPLOMACY		CH	_	0	2	5	3	
FLAT-F	OOT	15	10	4	0	0	1	i	T T				Ī	SPELL	0%	☐ DISABLE DEVIC	E +	DE	EX			3		
FLAI-F	JO 1	15	=10+	4		U						J	_	FAILURE	0 76	*☑ DISGUISE		CH	_	9	1	5	3	
											COMBAT	NOTES & M	ODIFIERS			★☑ ESCAPE ARTIST	•	DE	_	7	1	3	3	
SAVING THE		OTAL	CLA	SS BASE	ABILITY	ENHANCE	MISC	TEMP								_ *□ FLY • □ HANDLE ANIMA	ΑI	CH.		3		5		
FOR		2		0	2			<u> </u>								- *□ HEAL		W	_	0		0		
REF		6		3	3											★☑ INTIMIDATE		CH	IA S	9	1	5	3	
>V/11		2														☑ Kn: Trivia/Local	l	IN	NT 1	1	2	3	3	3
WIL	-	3		3	0											- □ Kn:		IN	_	_		3		
ATTACK	s T	OTAL	BASE AT	TACK BONUS	TEMP	ABILITY	SIZE	MISC								_		IN.		-		3		
MELE		4	I DAGE AT	1	1	2	1]								■ KN:		11	_			3		
ATTACK MOI		4		<u> </u>												□ KN:		11		_		3		
RANG ATTACK MOD	ED DIFIER	5		1		3	1	-								■ LINGUISTICS		IN	NT			3		
СМЕ	,	4	1	STR		2	1	il—i—								- ∗ Ø Perception		W	IS T	7	2	0	3	2
CMI	,	4		311				<u> </u>								★☑ PERFORM: Wind		ent CH	IA 1	0	2	5	3	
CME		17	=10+	BAB	DO DE &	55x	1									☑ PROF: Composi	ition	W	_			0		
																- * RIDE •		DE		3	4	3		
						EF/	ATC & I	FEATURES								★☑ SENSE MOTIVE ☑ SLEIGHT OF HA	ND +	W	_	4	1	3	3	
		_			CLASS FE			FEATS, AND CHAR	ACTER FEA		(40		/ I \	/!: . I		✓ Spellcraft		IN				3		
low ligh			0 1 .					Bardic Performance (10 rounds/day) (listed below)								DE W		0	1	3 0	3	4		
+4 AC (dodge) vs	Giants	3				Countersong (Su) counter spells based on sound (PCR-36)						- *□ Swim •		ST		2		2				
+1 DC f	or illus	ion :	spells					Distraction (Su) counter spells based on sight (PCR-36)						✓ Use Magic Dev	VICE	CH	AA S	9	1	5	3			
+1 attac	ck vs re	eptili	an & g	oblinoi	d			Fascinate (Su) (PCR-37)							ST		\perp	_						
+2 sav	e vs ill	usion	ns					Naturalist (Ex) +1 AC,attack,save on creature after Kn check (APG-80)						- 0	ST		\perp							
Prof.: Simple Weapons, longsword, shortsword, rapier, shortbow, whip						Versatile Performance (Ex) Wind (Diplomacy, Handle Animal)							ST											
					word, rapie	, 3HOILDO	w, wriip	•						- 🗆	ST	ΓR								
Prof.: L								Well-versed (+4 save vs bard, sonic and language attacks)						- 	ST		ree ekii i	SWITH	PANKSC	AIN A +3	TPAINED	RONIIS		
Bardic I			· ,											MARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH RANKS CAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMORD CHECK PENALTY APPLIES EXPERIENCE 2000 /										
Lingering			ce (+2	mus to t	bardic pe	:II.) (APC	J-104)									SLOW MEDIUM		- L		2,000				
Archivis	נ חט נ	10														SPEED	20	$\neg \Gamma$	20	FL	Y SV	WIM	CLIMB	MISC
																INIT	3	╡	<u> </u>	3	DEX	+ [MISC
																		╡┌			MOD	· L		MOD
							. <u></u>						HERO											
														SR DR										
																RESISTANCE	S							
				ADMORNI	ME & DESCRIE		IOR &	WEAPON							WE-2	POOL POINT	s							
ARMOR Ch	ain Sh	irt (G	inome '				ht weig	ıht, no spell		4	4	0	O O	L TYPE	5.0	1								
ARMOR		• •				, ,										1								
SHIELD		WFAP	ON NAME	& DESCRIPTION	ON			ATTACK MC	DIFIERS			DA	MAGE	1	CRITI	CAL RANGE T	YPE V	WEIGHT	r		AMM	D & NOTI	: 5	

	FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES									
	NAME		USES/DAY	USED				N	IAME				USES/DAY	USED
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	EQUIPMENT & MAGIC ITEMS						F	ОШР	MENT	S MAGI	CITEMS			
ж	ITEM	QTY / USES	WGT N/A	WEIGHT	ж			ITEM	1	& MAGI	CIILMS	QTY / USES	WGT N/A	WEIGHT
L	Standard Adventurer's Kit			21.0	┨┝		sition book							
	Backpack				↓ _	- Song	of Opening (or	ens I	ocked c	hests)				
	Bedroll				┦┞									
	Flint & Steel				┦┞									
	Belt Pouch				⇃⇂									
	Rations	10 d			↓L									
L	Rope	50'			↓ L									
	Sunrod torches	2			J L									
	waterskin													
	wooden flute (flute #1, non-magical)													
	magic flute (roll d6)				1 🗆									
	- on 1-2, 1 creature takes 1d6 fire dam for 2 turns				1 🗆									
	- on 3-4, 1 creature takes 1d4 cold dam for 2 turns & frozen				1									
	- on 5-6 1 creature takes 1d4 electric dam for 2 turns & paralyzed				1									
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					┙┕	- endov	vs a "bow of st	ickine	ess"					
	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTA	INERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	€			CONTAIN	ER				VOLUME/WEI	GHT LIMIT/NOT	ES		WEIGHT
_	BELT:													
	BODY:													
	CHEST: Chain Shirt (Gnome Weave)													
	EYES:			CIII	DEN	27/								
	FEET:		CAR		CARRIE	D WGT N/A	STORED	*		TRE	ASURE CA	ARRIED)	WEIGHT
	HANDS:	LATINUM						\square						
	HEAD:	GOLD	1	0			3,400	\square						
н	ADBAND:	SILVER												
NECK: COPPI		COPPER								L	OADS & I	LIFT		
RING:								LIGH	T MEDIL	JM HEAVY		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			CARRII	ED WE	IGHT		67	7 13	3 200		200	400	1000
SH		ARMOR & WEAPONS	CURREN	ICY EQL	JIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	12.0	0.2	2	21.0		33.2	CURR	RENT LOAD	LIGH	нт 🔼 мі	EDIUM 🗖	HEA	vy 🗖
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			SPELLS PER DAY BLOODLINES & PATROI	BLOODLINES & PATRONS					SPELLS PER DAY						
CLAS	ss		Bard LEVEL 1 BLOODLINE/PATRON			CL	ASS			LEVE	L				
SAV	E DC	LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN			S	AVE DC LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN				
1	5	0	4				o [
1	6	ıst	5 5 5				ıst								
1	7 2	nd	DOMAIN Archivist (APG-80)			Ē	2nd								
1	8 :	3rd	SUBDOMAIN 5			Ē									
1	=	4th	5 1 1 DOMAIN			F	4th	= -							
2	_	5th	5 1 subdomain			F	4tm 5th	 -							
	=	- :	DOMAIN			누	=	 -							
F	=	5th	SUBDOMAIN			Ļ	6th	 -			-				
Ļ	=	7th				Ļ	7th	— -							
Ļ	=	3th	WIZARD SPECIALITY SCH	OOL		Ļ	8th	<u> </u>							
	!	9th	SPECIALITY			L	9th								
CLOSE: 25FT + 5FT / 2 LV	25		MEDIUM: 100FT + 110			25FT 5FT / 2	+ 25	MEDIUM: 100FT + 10FT / LVL	100	400FT + 40FT / L	400				
		TOTAL	CLASS ABILITY OTHER CURRENT POINTS				TOTAL	CLASS	ABILITY OTHE	R CL	IRRENT POINTS				
SPE		0	PROHIBITED			SP	DELL 0								
			SPELLS												
LEVEL	PREP	USED	Innate Gnome Magic: Next 4 Spells (CL = Ivl, DC = 10+Ivl+CHA mod)		SCHOOL		DURATION	RANGE	SAVE	SR	REFERENCE				
			Dancing Lights	Е	vocatio	n	1 min	med	None	No	PCR-263				
			Ghost Sound		Illusion	1	1 rnd/lvl	close	Will	No	PCR-289				
			Prestidigitation	U	Jniversa	al	1 hr	10'	-	-	PCR-325				
			Speak with Animals	D	Divination		1 min/lvl	personal	-	-	PCR-346				
0			Lullaby (make drowsy, -5 on perception check, -2 on Will vs sleep)	End	Enchantment		co+1 rnd/lvl	med	Will		PCR-305				
0			Mending (make a minor repair on an object)		ansmutat	_	instant	10'	Will		PCR-312				
0			Message (Whisper conversation at a distance)		ansmutat	_	10 min/lvl	med	None		PCR-313				
0			Summon Instrument (summon a musical instrument)	Co	onjurati	on	1 min/lvl	0'	None	No	PCR-350				
4			Charm Person	Гъ	ah antm	ont	1 hr/lvl	alaaa	14/:11	Vaa	DCD 054				
1			Hideous Laughter		chantm	_	1 rnd/lvl	close	Will		PCR-254 PCR-296				
1			Memory Lapse (forget what happened up to last turn, allows retry on some s		Enchantment Enchantment		instant	close	Will	_	APG-232				
1			Restful Sleep (double HP recovered per night for 1 creature/lvl)		ecromar	_	8 hrs	close	Fort		APG-239				
1			Innocence (+10 on bluff checks to claim innocence)		ansmutat		1 min/lvl	personal	-	-	APG-229				
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