

Rekodari
 CHARACTER: **Gnome Archivist** **Small** **Female**
 RACE & LA: **Small** **Female**
 AGE: **40** ALIGNMENT: **Neutral**
 DEITY: _____
 LANGUAGES: **Common, Gnome, Sylvan, Elven**

PLAYER: **3'4"** **34 lb** **Black** **Blue** **Pale**
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION: _____



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	17	-2		
DEX	16	3	16			
CON	15	2	13	2		
INT	17	3	17			
WIS	10	0	10			
CHA	20	5	18	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
19	19	2	Bard: Archivist	1			0	3	3	2	
NONLETHAL HP DAM TEMPORARY HP											
TOTAL HP	19	FAVORED CLASS	Bard	TOTALS	1	0	0	0	3	3	2

ABILITY SCORE & RACIAL NOTES: _____

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	4	0	3	1				
TOUCH	14	-10+			3	1				
FLAT-FOOT	15	-10+	4	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	0	2			
REF	6	3	3			
WILL	3	3	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	1		2	1	
RANGED	5	1		3	1	
CMB	4	1	STR	2	1	
CMD	17	-10+	BAB	0	5	1

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
low light vision x2	Bardic Performance (10 rounds/day) (listed below)
+4 AC (dodge) vs Giants	Countersong (Su) counter spells based on sound (PCR-36)
+1 DC for illusion spells	Distraction (Su) counter spells based on sight (PCR-36)
+1 attack vs reptilian & goblinoid	Fascinate (Su) (PCR-37)
+2 save vs illusions	Naturalist (Ex) +1 AC, attack, save on creature after Kn check (APG-80)
Prof.: Simple Weapons, longsword, shortsword, rapier, shortbow, whip	Versatile Performance (Ex) Wind (Diplomacy, Handle Animal)
Prof.: Light Armor, Shields	Well-versed (+4 save vs bard, sonic and language attacks)
Bardic Knowledge (Ex) +half class to Knowledge	
Lingering Performance (+2 rnds to bardic perf.) (APG-164)	
Archivist HD d8	

SKILLS					RANKS TOTAL	18
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS •	DEX	3		3		
<input checked="" type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	10	2	5	3	
<input checked="" type="checkbox"/> CLIMB •	STR	2		2		
<input checked="" type="checkbox"/> CRAFT: Magic Instruments	INT	8	2	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	10	2	5	3	
<input type="checkbox"/> DISABLE DEVICE •	DEX			3		
<input checked="" type="checkbox"/> DISGUISE	CHA	9	1	5	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST •	DEX	7	1	3	3	
<input type="checkbox"/> FLY •	DEX	3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA			5		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9	1	5	3	
<input checked="" type="checkbox"/> KN: Trivia/Local	INT	11	2	3	3	3
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input checked="" type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	2	0	3	2
<input checked="" type="checkbox"/> PERFORM: Wind Instrument	CHA	10	2	5	3	
<input checked="" type="checkbox"/> PROF: Composition	WIS			0		
<input type="checkbox"/> RIDE •	DEX	3		3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND •	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT			3		
<input checked="" type="checkbox"/> STEALTH •	DEX	11	1	3	3	4
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM •	STR	2		2		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	9	1	5	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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 **2,000** / _____

SPEED		BASE	FLY	SWIM	CLIMB	MISC
20	20					
INIT		3	=	3	DEX MOD	+ _____
HERO						
SR				DR		
RESISTANCES						
POOL POINTS						

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Chain Shirt (Gnome Weave no AC bonus, light weight, no spell fail)	4	4	0	0		5.0
SHIELD							

WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS		DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortsword				1d6+2	x2		P	2.0	
shortbow + golden spider silk bowstring		+3		1d6+5	x3	60	P	5.0	20 arrows

