CHARACTER Gnome Archivist Small Female 3'4" 34 lb Black Blue Pale A0 Neutral Size GENDER HEIGHT WEIGHT HAIR EVES SKIN A0 Neutral DEITY HOMELAND & BACKGROUND OCCUPATION Original by Neceros. Modified by abellius@yahoo.com. Ver	
40 Neutral acc ALIGNMENT det Detty	
AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION	ion 1.0.2012
LANCILACES: Common, Gnome, Sylvan, Elven Original by Neceros. Modified by abellius@yahoo.com. Ver	ion 1.0.2012
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP CURRENT HP HP GAINED HD CLASS NAME BAB SKILL FC HPS FORT F	F WILL LEVELS
STR 15 2 17 -2 37 4 Bard: Archivist 3 1 .	4 4
DEX 16 3 16 3	
CON 15 2 13 2	
INT 17 3 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
WIS 10 0 10 70 70 70 70<	
CHA 23 6 18 2 1 2	4 4
ABILITY SCORE & CONDITIONS & MISCELLANEOUS TRACKING SKILLS	TOTAL 36 Y TRAINED MISC
RACIAL NOTES → ☑ ACROBATICS • DEX 7 1 3 ATTACKS & DEFENSE * ☑ APPRAISE INT 7 1 3	3 3
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE DODGE NATURAL DEFLECT MISC TEMP *2 BLUFF CHA 12 3 6	3
AC 20 = 10+ 4 0 3 1 2 ARMOG CHECK PENALTY 0 ★型 CLIMB + STR 6 1 2 ** 2 CLIMB + STR 6 1 2 ** 2 CRAFT: Magic Instruments INT 9 3 3	3 3
TOUCH 14 = 10+ 3 1 MAXIMUM Dex 4 ★☑ DIPLOMACY CHA 11 2 6	3
FLAT-FOOT 15 = 10+ 4 0 0 1 FLAT-FOOT 15 = 10+ 4 0 0 1	3
COMBAT NOTES & MODIFIERS * ZESCAPE ARTIST • DEX 8 2 3	3
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC TEMP * FLY • DEX 3 3 FORT 4 1 2 1 - -	
REF 8 4 3 1	3 3
WILL 5 4 0 1	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE MISC INT 3	
MELEE 6 3 2 1 Int 3 Attack modifier 6 3 2 1 3	
RANGED 7 3 3 1 □ □ INT 3 ATTACK MODIFIER 7 3 3 1 □ INT 3	
CMB 6 3 STR 2 1 *2 PERCEPTION VIS 9 4 0	3 2
CMD 19 -10+ B3B DOD(EA) STE & (D) 1 2 1 CMD 19 -10+ B3B DOD(EA) STE & (D) 1 2 PROF: Composition Wis 5 2 0	3 3
* Ride • Dex 3 3	
★☑ Sense Motive wis 4 1 0 FEATS & FEATURES ☑ Sleight of Hand + Dex 7 1 3	3 3
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES Iow light vision x2 Sector formance (10 rounds/day) (listed below)	3 3 4
Iow light vision x2 Bardic Performance (10 rounds/day) (listed below) ★☑ Stealth + Dex 12 2 3 +4 AC (dodge) vs Giants Countersong (Su) counter spells based on sound (PCR-36) ★□ SURVIVAL wis 0 0 0	3 4
+1 DC for illusion spells Distraction (Su) counter spells based on sight (PCR-36) ★□ Swim + STR 2 2 +1 DC for illusion spells Distraction (Su) counter spells based on sight (PCR-36) ☑ Use Magic Device cHA 10 1 6	3
+1 attack vs reptilian & goblinoid Fascinate (Su) (PCR-37)	3
+2 save vs illusions Naturalist (Ex) +1 AC,attack,save on creature after Kn check (APG-80) STR	
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 Magic Lore (Ex) +4 spellcraft & Disable device (APG-81)	+3 TRAINED BONUS. TY APPLIES
Lingering Performance (+2 rnds to bardic perf.) (APG-164) Inspire Competence (Su) +2 skill check for others w/in 30' EXPERIENCE 2 000 /	
Archivist HD d8	CLIMB MISC
SPEED 20 20	
$INIT 3 = 3 \int_{MOD}^{DEX} +$	MISC
HERO	
SR DR	
RESISTANCES	
ARMOR & WEAPONS POOL POINTS	
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&L charatewoord i.d. i.d. d.d.O.2.i.d. v/2 D 0.0 0.0	OTES
shortsword+1 +1 1d6+2+1 x2 P 2.0 shortsword+1 +2 1d6+2 x2 60 D 5.0 20 arrows	
shortbow + golden spider silk bowstring +3 1d6+5 x3 60 P 5.0 20 arrows	

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FEATS & SPECIAL ABILITIES		FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	NAME	USES/DAY	USED

	EQUIPMENT & MAGIC ITEMS			EQUIPMENT & MAGIC ITEMS							
ж	Standard Adventurer's Kit	QTY / USES	WGT N/A	wеіднт 21.0	*		QTY / USES	WGT N/A	WEIGHT		
-	Backpack			21.0	┨┠─	- Song of Opening (opens locked chests)					
-	Bedroll				┨┠─	ring of +2 charisma					
	Flint & Steel				┤┠─	ring of fey protection +2 AC, +1 Will/Ref/Fort					
	Belt Pouch				┤┠─	short sword + 1					
-	Rations	10 d			┤┝─						
-	Rope	50'			┥┝─						
	Sunrod torches	2			$\left\{ \left. \right\} \right\}$						
<u> </u>	waterskin	2			┤┠─				<u> </u>		
_	Waterskin								<u> </u>		
_	wooden flute (flute #1 non magical)								<u> </u>		
	wooden flute (flute #1, non-magical)				$\left \right $				<u> </u>		
	magic flute (roll d6)								<u> </u>		
	- on 1-2, 1 creature takes 1d6 fire dam for 2 turns				$\downarrow \vdash$				<u> </u>		
	- on 3-4, 1 creature takes 1d4 cold dam for 2 turns & frozen				$\downarrow \vdash$				<u> </u>		
	- on 5-6 1 creature takes 1d4 electric dam for 2 turns & paralyzed				$\downarrow \vdash$				<u> </u>		
									<u> </u>		
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					1	golden spider silk bowstring +3 to hit, damage					
					1	- endows a "bow of stickiness"					

WORN MAGIC ITEM EQUIPMENT					BAGS & CO	DNTAIR	IERS						
EQUIPMENT SLOTS FOR MAGIC ITEMS	ж		CONTAIN	ER			VC	lume/weigh	IT LIMIT/NOT	ES		WEIGHT	
BELT:												<u> </u>	
BODY:	1												
CHEST: Chain Shirt (Gnome Weave)	1											L	
EYES:	1											<u> </u>	
FEET:			CURRENC			TREASURE CARRIED							
HANDS:	PLATINUM	CARRIED	CARRIEI	d wgt n/a	STORED	æ		r	FREASURE			WEIGHT	
HEAD:	GOLD	10			4,600								
HEADBAND:	SILVER												
NECK:	COPPER							10	ADS & I	IFT			
RING:						LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH	
RING:		CARRIED WEIGHT					133	200		200	400	1000	
SHOULDERS:	ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0	
WRIST:	12.0	0.2	21.0		33.2	CURREI	NT LOAD	LIGHT	И м	EDIUM 🗖	HEAV	/Y 🔲	

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		SPEL	LS PER	DAY			BLOODLINES & PATRONS			SPEL	LS PER I	DAY		
CLASS		Ba	rd		LEVEL	1	BLOODLINE/PATRON	CLASS					LEVEL	
SAVE D	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE/PATRON	SAVE DC	LEVEL	TOTAL		ABILITY BONUS	MISC	SPELLS KNOWN
15	0					6	DOMAING		ο					
16	1st	4	3	1		4	DOMAINS		ıst					
17	2nd	2	1	1		2	SUBDOMAIN		2nd					
18	3rd	1		1		1			3rd					
19	4th					1	DOMAIN		4th					
20	5th					1	SUBDOMAIN		5th					
	6th						DOMAIN		6th					
							SUBDOMAIN		7th					
	8th						WIZARD SPECIALITY SCHOOL		8th					
	9th						SPECIALITY		9th					
CLOSE: 25FT + 6FT / 2 LVL	25	меріц 100ғт 10ғт /	IM: + LVL 11	D	long: 400ft + 40ft / lvl	440		close: 25ft + 5ft / 2 lvl	25	меріи 100ft 10ft / 1	M: + LVL 100]	long: 400ft + 40ft / lvl	400
	TOTAL	CLAS	S ABILI	тү отн	ER CUR	RENT POINTS	PROHIBITED		TOTAL	CLAS	S ABILITY	OTHER	CURR	ENT POINTS
SPEL POINTS	0						PROHIBITED	SPELL POINTS	0					

			SPELLS						
LEVEL	PREP	USED	Innate Gnome Magic: Next 4 Spells (CL = IvI, DC = 10+IvI+CHA mod)	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Dancing Lights	Evocation	1 min	med	None	No	PCR-263
			Ghost Sound	Illusion	1 rnd/lvl	close	Will	No	PCR-289
			Prestidigitation	Universal	1 hr	10'	-	-	PCR-325
			Speak with Animals	Divination	1 min/lvl	personal	-	-	PCR-346
0			Lullaby (make drowsy, -5 on perception check, -2 on Will vs sleep)	Enchantment	co+1 rnd/lvl	med	Will	Yes	PCR-305
0			Mending (make a minor repair on an object)	Transmutation	instant	10'	Will	Yes	PCR-312
0			Message (Whisper conversation at a distance)	Transmutation	10 min/lvl	med	None	No	PCR-313
0			Summon Instrument (summon a musical instrument)	Conjuration	1 min/lvl	0'	None	No	PCR-350
0			Read Magic	Divination	10 min/lvl	personal	-	-	PCR-330
1			Charm Person	Enchantment	1 hr/lvl	close	Will	Yes	PCR-254
1			Hideous Laughter	Enchantment	1 rnd/lvl	close	Will	Yes	PCR-296
1			Memory Lapse (forget what happened up to last turn, allows retry on some skills)	Enchantment	instant	close	Will	Yes	APG-232
1			Restful Sleep (double HP recovered per night for 1 creature/lvl)	Necromancy	8 hrs	close	Fort	Yes	APG-239
1			Innocence (+10 on bluff checks to claim innocence)	Transmutation	1 min/lvl	personal	-	-	APG-229
0			Know Direction	Divination	instant	peronal	-	-	PCR-304
2			Gallant Inspiration (+2d4 to failed save, attack or skill check)	Divination	instant	close	Will	Yes	APG-225
2			Alter Self (assume form of small or medium humanoid)	Transmutation	1 min/lvl	personal	-	-	PCR-240