Uaigh (grave) David

Svirfneblin (deep gnome) small female RACE & LA GENDER SIZE 58 Nivi Rhombodazzle Chaotic Neutral

3'3" HEIGHT WEIGHT Dwimovel, Sekamina

Homeland & Background Occupation

35 lbs gray HAIR

stone gray EYES

stone gray SKIN

AGE ALIGNMENT DEITY	HOMELAND & BACKGRO	UND OCCUPA	ATION					THOUSE OF								
LANGUAGES: Gnome, Undercommon, Aklo, Terran, Goblin	, Dwarf						Origina	l by Neceros.	Modified	by abelli	us@yal	hoo.com.	. Version	1.0.2012		
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE		ΓΡΟΙΝ						SS RE	_	_						
STR 10 0 12 -2	CURRENT	HP	HP GAIN	1 1			stigator		О	SKILL 11	FC HPS	FORT	REF 2	2	LEVELS	
	⊨⊢ o)	<u> </u>	+-	-	IIIVE	stigator		┤			┞	-		H	
DEX 19 4 17 2	⊣ ∣ O)	-	+					\vdash			_	_		├	
CON 14 2 14			\bot		_				Ш			ــــــ			<u> </u>	
INT 18 4 18	NONLETHAL HP DAM								Ш							
wis 18 4 16 2	TEMPORARY HP															
	י ⊨	OTAL H	IP 8	FAVO CLA		Investiga	itor 1	OTALS	0	11	0	0	2	2	1	
CHA 6 -2 10 -4		CONDITIONS	S & MISCELLANE	US TRACKIN	ıG					SKILI	LS			RANKS	11	
ABILITY SCORE & RACIAL NOTES							ACROBATIO		DI	тот	TAL R	ANKS A	BILITY T	RAINED		
ATTACI	(S & DEFENSE						APPRAISE	.5 -	IN	_	_		4			
	IZE DODGE NATURAL	DEFLECT	MISC TE	_	MOR CHECK		BLUFF		CH	_	_		-2		_	
AC 20 =10+ 3 0 4	1 2				PENALTY		EZ CLIMB ◆ EZ CRAFT: (ald	chomy)	r2 11	_	_	1	0 4	3	3	
TOUCH 17 = 10+ 4	1 2				MAXIMUM DEX	I	DIPLOMAC		CH	_	_	-	-2	3		
FLAT-FOOT 14 -10+ 3 0 0	<u></u>			_	SPELL	I 15% I ₁	✓ DISABLE D	EVICE +	DI		_	1	4	3	1	
=10+ 0 0 0	·	الـــــا	COMBAT NOTES	MODIFIER	FAILURE	^ *	DISGUISE ESCAPE AR	TIST +	CH DI	_	_	1	-2 4	3		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	IISC TEMP						ESCAPE AR	1131 🔻	DI	_	_	-	4	3		
FORT 4 0 2 2					60		☐ HANDLE A	NIMAL	CH	_			-2			
	=				160	Serie de la constitución de la c	HEAL	-	w	_	_		4			
REF 8 2 4 2	_					/	₽ INTIMIDAT KN: (all)	E.	H2		_	1	-2 4	3		
WILL 8 2 4 2				<	STAN STAN		☐ KN:		11	_		•	4	Ü		
				_ (☐ Kn:		IN	-	1		4			
	1 MISC			_			☐ Kn:		11	_	+		4			
ATTACK MODIFIER I U	<u></u>			7			□ KN:		11	_	+		4			
RANGED 5 0 4	1_			- //		1 1	LINGUISTI		IN	NT			4			
смв 3 0 INT 4	1 -2			- Boy	١٥١	and the same	PERCEPTIO	N	w	_	_	1	4	3	5	
DODGE & STR &	1 -2				2 3	, 1	PERFORM: PROF:		CH W	_	_	1	-2 4	3		
CMD 15 = 10+ BOB DEZECT DEX						. ,	RIDE +		DE	_	_		4			
FF 170	A FEATURES						SENSE MO		w		$\overline{}$	1	4	3		
	& FEATURES RAITS, FEATS, AND CHARACTER F	EATURES					✓ SLEIGHT O ✓ SPELLCRAF		DI IN	_		1	4	3		
Race: Svirfneblin (ARG) humanoid (gnome)	Stoic Pose (Svirfne	eblin) - 5 rn	nds to hide, the	en auto ste	ealth check	, no move	STEALTH •		DI	EX 1	5	1	4	3	8	
Small +1 AC, +4 Stealth							SURVIVAL		w		_	_	4			
Defensive Racial Traits +2 Dodge AC						1	E SWIM ◆ ■ USE MAGI	c Device	S1 CH	_	_	1	-2	3		
Fortunate: +2 racial bonus on all saving throws.									STR	F			_			
									STR	\perp	4					
Skills +2 Stealth, Perception, Craft(alchemy)									STR STR		+					
Stonecunning: +2 Perception checks on stonewo	ork								STR							
Darkvision 90' & Low-light vision									STR		Ι					
Natural Magic: +1 DC Illusions; Constant—nondetection	on;						MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES									
1/day—blindness/deafness (DC 12 + Cha Mod), blur, disguise s	elf;							RIENCE	[0		/	2,000		
Stalwart Watcher: +1 attack vs fey; +2 save vs mind-affecting effe	cts.				SLOW I MEDIUM I FAST I								MISC			
Investigator: HD d8; skills 6 + Int Mod					SPEED		$\neg \sqcap$	20			\Box					
Armor Prof: Lt. Armor; Weapon Prof: All simple	& Archetype: E	mnirici	i	INIT	4			4	DEX	+		MISC				
				_					-		т	MOD	<u> </u>		MOD	
& hand crossbow, rapier, sap, shortbow, short sword, sword ca					6		HERO									
Trapfinding +lvl/2 Perception & Disable Device	+1d6 to Know						SR			DR						
Alchemy +lvl Craft(alchemy)	+1d6 to all oth	ner skills	s (1 pt); +1	d6 atta	ck, save	es (2 pt)	RESISTAN	ICES								
				1.												
ARMOI ARMOR NAME & DESCRIPTION	R & WEAPONS	AC BONUS	MAX DEX PENA	TY SPELL FA	AIL TYPE	WEIGHT	POOL PO	INTS		Inspir	ation	1				
ARMOR studded leather		3	5 -1	15	Lt	10.0										
TANKIN TO THE PARTY OF THE PART																
SHIELD						I										
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	S	1	DAMAGE		CRITICAL	RANGE	TYPE	WEIGHT	<u> </u>		АММС	O & NOTE	S	—	
short sword	+1		1	1d4		19-20,x	<_	S/P	2.0	_						

short sword	+1	1d4	19-20,x2		S/P	2.0	
short bow composite	+5	1d4	х3	70	Р	2.0	

FEATS & SPECIAL ABILITIE	S						EATS 8	& SPECIA	AL ABILI	TIES			
NAME	USES/DAY	USED	Us	aigh suffe		NAM	E				USES/DAY	USED	
		Uaigh suffers from the Shadowbound Corruption. Corruption #1: Eerie Perception +30' Darkvision +2 Perception & Stealth								Stealth			
			1 H	- gain light sensitivity, dazzled by bright light									
			1 —		2: Emptiness V				w/ ally ((1/day)			
	Corruption #3: Wretched Pain - after dealing damage, save fort or nauseated 1												
				1 🗆									
				1 🗆									
				1 🗆									
				J L									
EQUIPMENT & MAGIC ITEM	16					E/	OHIDM	ENIT C	MAGIC I	TEMS			
# ITEM	QTY / U	SES WGT N/A	WEIGHT	*			ITEM	LIVI & I	MAGICI	IEMS	QTY / USES	WGT N/A	WEIGHT
				┨┝									
				┨╟									
	+			┨╟									
	+			┧┝									
	+			┧┝									
	+			1 -									
	+			1 ├─									
				1									
				1									
				1 🗆									
				1 🗀									
				1 🗆									
				1 🗆									
				1 🗆									
				⇃닎									
				↓∟									
				⇃닎									
				┦┝									
				┨┝									
		_		\vdash									
	_			┨┝									
	+			╂┝									
	+	+		┨╟									
				J L									
WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAINE	i P	BAGS & CO	NTAIN	IERS	LUME/WEIGHT	LIMIT/NOTE	s		WEIGHT
BELT:	"			CONTAINE				,,	LOWE, WEIGHT	EIMIT/NOTE			#2.0111
BODY:													
CHEST:													
EYES:													
FEET:		CARR		CARRIED	WGT N/A	STORED	¥		TREAS	URE CA	RRIED		WEIGHT
HANDS:	PLATINU	1		- CHRIED									
HEAD:	GOLD												
HEADBAND:	SILVER												
NECK:	COPPE	₹							LOA	DS & L	IFT		
RING:	<u></u>	<u></u> _					LIGHT	MEDIUM	HEAVY LOAD		LIFT ABOVE HEAD	GROUND	DRAG & PUSH
RING:	ARMOR	2.	CARRIE	1		TOTAL	33	67	100		100	200	500
SHOULDERS:	WEAPON	IS CURREN	_	IPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
WRIST:	14.0	0.0		0.0		14.0	CURREN	IT LOAD	LIGHT	1 ме	ошм □	HEAV	/Y 🗖

	SPELLS PER DAY									BL	OODLI	INES 8	& PATRO	ONS					į.					
CLASS	s	Alchemist LEVEL 1					BLOO	DLINE/I	PATRON						С	LASS				LEVE	L			
				ABILITY	J	SPELLS	_	BLOO	DLINE/I	PATRON			_		_			1575	TO-1		ABILIT		SPEL	.LS
SAVE D	DC LEVEL	тот	L CLASS	BONUS	MISC	KNOWN	1									<u> </u>	SAVE DC	LEVEL	TOTAL	. CLA	SS BONU	MISC	KNO	NN
15	╡	2	1		┰		i				D	OMA	INS			ŀ		ıst	H	╡	╡┌	┰	╬	╡
	=	_	╡├─	╌	-		1	DOM	IAIN							l i		i .	\vdash	╬	⊣⊢	╬	╬	╡
\vdash	2nd	=	╣	1 1					SUE	BDOMAI	N					ļ		2nd	느	╬	_	<u> </u>	╬	\dashv
	3rd	<u> </u>	<u> </u>	1 1	<u> </u>			DOM	IAIN							ļ		3rd	<u></u>	┙	_		<u> </u>	╛
	4th			1						BDOMAI	N C					l		4th		┚┖				
	5th								306	DOMAI	N							5th						
	6th						1	DOM	IAIN									6th						
	 7th		=	ī	i		i		SUE	BDOMAI	N					i		7th		╗		ī	iF	Ħ
	7 8th		=	╬			i			\V/I -7 A	DD CD	DECLA	LITY CC	11001		. i		8th	H	╡	= =	╬	╬	╡
\vdash	=		╡├─	╢			1	SDEC	CIALITY		IKD SP	PECIA	LITY SC	HOOL				4	\vdash	╣┈	$\dashv \vdash$	╢	╬	╡
	9th			<u> </u>]	SPEC								L		9th	Ц.			LONG 400FT		
CLOSE: 25FT + SFT / 2 LVL	25	10	EDIUM: 00FT + FT / LVL	10	LONG: 400ft + 40ft / LVI	440)			CUSED						25i 5FT /	OSE: T + 2 LVL	25	МЕ 10 10ғ	100FT + 10FT / LVL 100			+ VL 4	100
	то	AL		шту отн	1ER CUI	RRENT POINT	TS	PROHIBITED									D = 1	TOTAL	L CLASS ABILITY OT			HER C	URRENT P	OINTS
SPEL	L (PROH	IBITED						S	PELL POINTS	0						
												SPEL	LS											
1	PREP US		after's Fo	ortune -	Subjec	ct gains		on ne		raft ch	eck.				SCHOO	DL	DU	JRATION	R	ANGE	SAVE	SR	REFER	ENCE
1		_	peditious																					
1		_										ithin a	60-foot	cone.										
1			Detect Metal - You detect any metal objects or creatures within a 60-foot cone. Identify - Gives +10 bonus to identify magic items.																					
1			See Alignment - Pick an alignment; in your sight, creatures and items with that alignment emit a ghostly radiance																					
1		Tru	True Strike - +20 on your next attack roll.																					
																						+		