

Uaigh (grave) David
 CHARACTER PLAYER
 Svirfneblin (deep gnome) small female 3'3" 35 lbs gray stone gray stone gray
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 58 Chaotic Neutral Nivi Rhombodazzle Dwimovel, Sekamina
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Gnome, Undercommon, Aklo, Terran, Goblin, Dwarf



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	19	4	17	2		
CON	14	2	14			
INT	18	4	18			
WIS	18	4	16	2		
CHA	6	-2	10	-4		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
8	8	1	Investigator	0	11	0	0	2	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	8	FAVORED CLASS	Investigator	TOTALS	0	11	0	0	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	4	1	2			
TOUCH	17	-10+			4	1	2			
FLAT-FOOT	14	-10+	3	0	0	1				

ARMOR CHECK PENALTY **-1**
 MAXIMUM DEX **5**
 SPELL FAILURE **15%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	0	2	2		
REF	8	2	4	2		
WILL	8	2	4	2		

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	5	0		4	1	
CMB	3	0	INT	4	1	-2
CMD	15	-10+	BOB	2	4	1



SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	11
<input checked="" type="checkbox"/> ACROBATICS *	DEX	3	4		
<input checked="" type="checkbox"/> APPRAISE	INT	4	4		
<input checked="" type="checkbox"/> BLUFF	CHA	-2	-2		
<input checked="" type="checkbox"/> CLIMB *	STR	-1	0		
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT	11	1	4	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	-2	-2		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	8	1	4	3
<input checked="" type="checkbox"/> DISGUISE	CHA	2	1	-2	3
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	7	1	4	3
<input type="checkbox"/> FLY *	DEX	3		4	
<input type="checkbox"/> HANDLE ANIMAL	CHA			-2	
<input checked="" type="checkbox"/> HEAL	WIS	4		4	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-2		-2	
<input checked="" type="checkbox"/> KN: (all)	CHA	8	1	4	3
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input type="checkbox"/> KN:	INT			4	
<input checked="" type="checkbox"/> LINGUISTICS	INT			4	
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	1	4	3
<input checked="" type="checkbox"/> PERFORM:	CHA	-2		-2	
<input checked="" type="checkbox"/> PROF:	WIS	8	1	4	3
<input checked="" type="checkbox"/> RIDE *	DEX	3		4	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	8	1	4	3
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	7	1	4	3
<input checked="" type="checkbox"/> SPELLCRAFT	INT			4	
<input checked="" type="checkbox"/> STEALTH *	DEX	15	1	4	3
<input type="checkbox"/> SURVIVAL	WIS	4		4	
<input type="checkbox"/> SWIM *	STR	-1		0	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	2	1	-2	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

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Svirfneblin (ARG) humanoid (gnome) Stoic Pose (Svirfneblin) - 5 rnds to hide, then auto stealth check, no move
 Small +1 AC, +4 Stealth
 Defensive Racial Traits +2 Dodge AC
 Fortunate: +2 racial bonus on all saving throws.
 Skills +2 Stealth, Perception, Craft(alchemy)
 Stonecunning: +2 Perception checks on stonework
 Darkvision 90' & Low-light vision
 Natural Magic: +1 DC Illusions; Constant—nondetection;
 1/day—blindness/deafness (DC 12 + Cha Mod), blur, disguise self;
 Stalwart Watcher: +1 attack vs fey; +2 save vs mind-affecting effects.
 Investigator: HD d8; skills 6 + Int Mod
 Armor Prof: Lt. Armor; Weapon Prof: All simple & Archetype: Empiricist (ACG)
 & hand crossbow, rapier, sap, shortbow, short sword, sword cane.
 Inspiration Pool +1vl/2+IntMod =
 Trapfinding +1vl/2 Perception & Disable Device +1d6 to Knowledge, Linguistics, Spellcraft skills (0 pt)
 Alchemy +1vl Craft(alchemy) +1d6 to all other skills (1 pt); +1d6 attack, saves (2 pt)

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					Inspiration

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	15	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
short sword	+1	1d4	19-20,x2		S/P	2.0	
short bow composite	+5	1d4	x3	70	P	2.0	

