

Oboe Cowbell

Male gnome bard (archaeologist) 2 - CR 1

Chaotic Good Humanoid (Gnome); Deity: **Brigh**; Age: **56**;
Height: **3' 5"**; Weight: **40lb.**; Eyes: **Blue**; Hair: **Green**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	<input type="text"/>	+1	<input type="text"/>	<input type="text"/>	<input type="text"/>

Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells

REFLEX (DEXTERITY)	+6	=	+3	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells

WILL (WISDOM)	+3	=	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	10	+3	+1	+3	+1	<input type="text"/>

Touch AC	14	Flat-Footed AC	15
		BAB	Strength
		Size	Misc

CM Bonus	-1	=	+1	-1	-1	-
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CM Defense	12	=	10	+1	-1	+3	-1
		BAB	Strength	Dexterity	Size		

Base Attack	+1	HP	18
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Initiative	+3	Damage / Current HP	
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Speed	20 ft
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Dagger

Main hand: **+1, 1d3-1** Crit: 19-20/x2

Ranged: **+5, 1d3-1** Rng: 10'
Light, P/S

Rapier

Main hand: **+1, 1d4-1** Crit: 18-20/x2

Both hands: **+1, 1d4-1** 1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (3)	2	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+8	CHA (3)	2	
Climb	-3	STR (-1)	-	
Diplomacy	+8	CHA (3)	2	
Disable Device	+9	DEX (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (engineering)	+10	INT (2)	1	
Knowledge (local)	+7	INT (2)	1	
Linguistics	+7	INT (2)	2	
Perception	+8	WIS (0)	2	
Ride	+1	DEX (3)	-	
Sense Motive	+5	WIS (0)	2	
Sleight of Hand	+6	DEX (3)	2	
Wrist sheath (1 @ 0.5 lbs): +2 circumstance bonus to oppose the Perception check of someone observing or frisking you regarding items in the sheath				
Stealth	+5	DEX (3)	-	
Survival	+0	WIS (0)	-	
Compass: +2 circumstance bonus to avoid becoming lost when using this				
Swim	-3	STR (-1)	-	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Lingering Performance
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Nimble Fingers, Keen Mind
Prehensile Whip

Special Abilities

Archaeologist's Luck +1 (7 rounds/day) (Ex)
Bardic Knowledge +1 (Ex)
Clever Explorer +1 (Ex)
Low-Light Vision
Magical Linguist
Master Tinker
Uncanny Dodge (Ex)

Spell-Like Abilities

Arcane Mark (1/day)	<input type="checkbox"/>
Comprehend Languages (1/day)	<input type="checkbox"/>
Message (1/day)	<input type="checkbox"/>
Read Magic (1/day)	<input type="checkbox"/>

Whip

Main hand: **+1, 1d2-1 nonlethal** Crit: ×2
Both hands: **+1, 1d2-1 nonlethal** 1-hand, S, Disarm,

Light steel shield

+1 Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Studded leather

+3 Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

Total Weight Carried: 17/67.5 lbs, Light Load

(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)

Backpack, masterwork (18 @ 16.75 lbs) <In: Dropped to 1 lb
Bedroll <In: Backpack, masterwork (18 @ 16.75 1.25 lbs
Chalk <In: Backpack, masterwork (18 @ 16.75 lbs)> -
Compass <In: Backpack, masterwork (18 @ 16.75 0.5 lbs
Dagger <In: Wrist sheath (1 @ 0.5 lbs)> 0.5 lbs
Explorer's outfit (Free) -
Ink, black <In: Backpack, masterwork (18 @ 16.75 lbs)> -
Inkpen <In: Backpack, masterwork (18 @ 16.75 lbs)> -
Journal <In: Backpack, masterwork (18 @ 16.75 lbs)> 1 lb
Lamp <In: Backpack, masterwork (18 @ 16.75 lbs)> 1 lb
Light shield bash -
Light steel shield 3 lbs
Marbles <In: Backpack, masterwork (18 @ 16.75 lbs)> 2 lbs
Mess kit <In: Backpack, masterwork (18 @ 16.75 lbs)> 1 lb
Oil x4 <In: Backpack, masterwork (18 @ 16.75 lbs)> 1 lb
Rapier 1 lb
Silk rope <In: Backpack, masterwork (18 @ 16.75 lbs)> 5 lbs
Studded leather 10 lbs
Thieves' tools 1 lb
Trail rations x4 <In: Backpack, masterwork (18 @ 0.25 lbs
Whip 1 lb
Wrist sheath (1 @ 0.5 lbs) 0.25 lbs

Tracked Resources

Archaeologist's Luck +1 (7 rounds/day) (Ex)
Dagger
Trail rations

Languages

Common Hallit
Draconic Orc
Gnome Sylvan
Goblin

Experience & Wealth

Experience Points: **2000/5000**
Current Cash: **You have no money!**
Reputation: **Fame: 5, PP: 5, 100 miles.**

Spells & Powers

Bard (Archaeologist) spells known (CL 2nd; concentration +5)
Melee Touch +1 Ranged Touch +5
1st (3/day)—*animate rope, charm person* (DC 14), *grease*
0th (at will)—*dancing lights, detect magic, mage hand, mending, prestidigitation*

Sourcebooks Used

- **Advanced Player's Guide** - Lingering Performance (feat)
- **Advanced Player's Guide / Advanced Race Guide** - Academician (alternate racial trait); Magical Linguist (alternate racial trait); Master Tinker (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Seekers of Secrets** - Marbles (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Compass (equipment)
- **Adventurer's Armory** - Prehensile Whip (trait)
- **Adventurer's Armory / Ultimate Equipment** - Wrist sheath (equipment)
- **Faiths of Balance / Inner Sea Gods** - Nimble Fingers, Keen Mind (trait)
- **Inner Sea Races / Inner Sea World Guide** - Hallit (language)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Combat** - Archaeologist (archetype)
- **Ultimate Equipment** - Mess kit (equipment)