

ABILITY NAME

STR
Strength

DEX
Dexterity

CON
Constitution

INT
Intelligence

WIS
Wisdom

CHA
Charisma

ABILITY MOD

+1

+5

+0

+3

+3

+5

TEMP SCORE

TEMP MOD

HP
hit points

68

WOUNDS/CURRENT HP

AC
armor class

23

FLAT

18

TOUCH

15

BASE

10

ARMOR BONUS

6

SHIELD BONUS

0

STAT

5

SIZE

0

NATURAL ARMOR

2

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE
modifier

+5

DEX MODIFIER

+5

MISC MODIFIER

+0

MISS CHANCE

Arcane Spell Failure

10

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SAVING THROWS

FORTITUDE
(constitution)

+9

BASE SAVE

+7

ABILITY

+0

MAGIC

+2

MISC

+0

EPIC

+0

TEMP

REFLEX
(dexterity)

+12

BASE SAVE

+5

ABILITY

+5

MAGIC

+2

MISC

+0

EPIC

+0

TEMP

WILL
(wisdom)

+10

BASE SAVE

+5

ABILITY

+3

MAGIC

+2

MISC

+0

EPIC

+0

TEMP

Conditional Save Modifiers:

+2 Reflex to avoid traps

MELEE
attack bonus

+5

BASE ATTACK BONUS

+4

STAT

+1

SIZE

+0

MISC

+0

EPIC

0

TEMP

RANGED
attack bonus

+9

BASE ATTACK BONUS

+4

STAT

+5

SIZE

+0

MISC

+0

EPIC

0

TEMP

CMB
attack bonus

+5

BASE ATTACK BONUS

+4

STAT

+1

SIZE

+0

MISC

EPIC

TEMP

GRAPPLE

+5

TRIP

+5

DISARM

+5

SUNDER

+5

BULL RUSH

+5

OVERRUN

+5

CMD

20

20

20

20

20

20

UNARMED
(nonlethal only)

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+7

CRITICAL

20/x2

REACH

5 ft.

*Rapier (Cold Iron)

HAND

Primary

TYPE

P

SIZE

M

CRITICAL

18-20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d6+3

Special Properties: 30 hp/inch, hardness 10

*Whip

HAND

Off-hand

TYPE

S

SIZE

M

CRITICAL

20/x2

REACH

15 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+3

Special Properties: Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)

TOTAL SKILLPOINTS: 54

SKILLS

MAX RANKS: 6/6

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	12	=	5	+ 4 + 3
✓ Appraise	INT	12	=	3	+ 6 + 3
✓ Bluff	CHA	9	=	5	+ 1 + 3
✓ Climb	STR	5	=	1	+ 1 + 3
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	14	=	5	+ 6 + 3
Disable Device	DEX	14	=	5	+ 6 + 3
✓ Disguise	CHA	14	=	5	+ 6 + 3
✓ Escape Artist	DEX	5	=	5	
✓ Fly	DEX	5	=	5	
✓ Heal	WIS	3	=	3	
✓ Intimidate	CHA	9	=	5	+ 1 + 3
Knowledge (Arcana)	INT	10	=	3	+ 1 + 6
Knowledge (Dungeoneering)	INT	10	=	3	+ 1 + 6
Knowledge (Engineering)	INT	10	=	3	+ 1 + 6
Knowledge (Geography)	INT	10	=	3	+ 1 + 6
Knowledge (History)	INT	10	=	3	+ 1 + 6
Knowledge (Local)	INT	10	=	3	+ 1 + 6
Knowledge (Nature)	INT	10	=	3	+ 1 + 6
Knowledge (Nobility)	INT	10	=	3	+ 1 + 6
Knowledge (Planes)	INT	10	=	3	+ 1 + 6
Knowledge (Religion)	INT	10	=	3	+ 1 + 6
✓ Knowledge (Untrained)	INT	6	=	3	+ 3
✓ Perception	WIS	15	=	3	+ 6 + 6
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	5	=	5	
✓ Sense Motive	WIS	7	=	3	+ 1 + 3
Sleight of Hand	DEX	9	=	5	+ 1 + 3
Spellcraft	INT	7	=	3	+ 1 + 3
✓ Stealth	DEX	14	=	5	+ 6 + 3
✓ Survival	WIS	3	=	3	
✓ Swim	STR	2	=	1	+ 1
Use Magic Device	CHA	10	=	5	+ 2 + 3
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Mithral Shirt +2

Light

+6

+6

+0

10

30 hp/inch, hardness 15

*B	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BP	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+9		1d6+7			

Crossbow, Light			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +9		Damage: 1d8+2			
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+9	+7	+5	+3	+1		
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2		
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	-1	-3	-5	-7	-9		
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Mighty Fists (Agile)	Equipped	1	0 / 4,000	
Dex to damage				
Rapier (Cold Iron)	Equipped	1	2 / 40	
30 hp/inch, hardness 10				
Whip	Equipped	1	2 / 1	
Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)				
Claw	Equipped	1	0 / 0	
Bite	Equipped	1	0 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Mithral Shirt +2	Equipped	1	10 / 5,100	
30 hp/inch, hardness 15				
Wand (Infernal Healing/Wizard/1st)	Equipped	2	0 (0) / 750 (1,500)	
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Bolts, Crossbow (10)	Equipped	3	1 (3) / 1 (3)	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□				
Scroll (Undetectable Alignment)	Equipped	2	0 (0) / 150 (300)	
□□				
Scroll (Identify)	Equipped	2	0 (0) / 25 (50)	
□□				
Scroll (Grease)	Equipped	2	0 (0) / 25 (50)	
□□				
Scroll (Expeditious Retreat)	Equipped	1	0 / 25	
Scroll (Detect Secret Doors)	Equipped	2	0 (0) / 25 (50)	
□□				
Scroll (Darkness)	Equipped	2	0 (0) / 150 (300)	
□□				
Potion of Protection from Good	Equipped	1	0 / 50	
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by good creatures only.				
Potion of Magic Fang	Equipped	2	0 (0) / 50 (100)	
□□				
+1 enhancement bonus on attack and damage rolls with one single natural weapon				
Scale (Merchant's)	Equipped	1	1 / 2	
+2 to appraise items valued by weight				
Potion of Enlarge Person	Equipped	4	0 (0) / 50 (200)	
□□□□□				
Target's size category increases to next larger category for 1 minute				
Potion of Inflict Light Wounds	Equipped	4	0 (0) / 50 (200)	
□□□□□				
Inflicts 1d8+1 points of damage				
Crossbow, Light	Carried	1	4 / 35	
TOTAL WEIGHT CARRIED/VALUE		23.13 lbs.	16,006gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common	

Other Companions	
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Archetypes	
Archaeologist	[Paizo Inc. - Ultimate Combat, p.32]
No stodgy researcher, this Archaeologist meets his research head-on in the field. Archaeologists sacrifice the bard's inspirational performance for a smattering of rogue talents. This archetype also fits roguelike characters that focus more on learning than on stabbing foes in the back.	

P: DC15, 1d4+1 rounds

Special Qualities	
Archaeologist's Luck (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
Fortune favors the Archaeologist. As a swift action, an Archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the Archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level. (9 uses per day with +2 bonus)	
Armored Casting (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.	
Bardic Knowledge (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You add +3 to all Knowledge checks and may make all Knowledge skill checks untrained.	
Bardic Performance	[Paizo Inc. - Ultimate Combat, p.32]
Archaeologists do not gain the bardic performance ability or any of its performance types.	
Black Market Connections (Ex)	[Paizo Inc. - Ultimate Combat, p.69]
A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.	
Cantrips	[Paizo Inc. - Core Rulebook, p.38]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Channel Resistance (Ex)	[Paizo Inc. - Bestiary, p.298]
You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.	
Clever Explorer (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
At 2nd level, an Archaeologist gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an Archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. This ability replaces the versatile performance ability.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Evasion (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
At 6th level, an Archaeologist gains evasion, as the rogue ability of the same name.	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Weapon Finesse

[Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies

Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip

Temporary Bonus

Arcane Strike

Lore Master (Ex)

[Paizo Inc. - Core Rulebook, p.38]

You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 1 times per day, you can take 20 on any Knowledge skill check as a standard action.

Rogue Talents

[Paizo Inc. - Ultimate Combat, p.32]

At 4th level, an Archaeologist gains a rogue talent. He gains an additional rogue talent for every four levels of Archaeologist gained after 4th level. Otherwise, this works as the rogue's rogue talent ability.

Trap Sense (Ex)

[Paizo Inc. - Ultimate Combat, p.32]

At 3rd level, an Archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Trap Sense (Ex)

[Paizo Inc. - Core Rulebook]

You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex)

[Paizo Inc. - Ultimate Combat, p.32]

At 2nd level, an Archaeologist gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

Uncanny Dodge (Ex)

[Paizo Inc. - Core Rulebook]

You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Arcane Strike

[Paizo Inc. - Core Rulebook, p.118]

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +2 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	—	—	—	—
PER DAY	at will	6	4	—	—	—	—
Concentration	+11						

LEVEL 0 / Per Day:0 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
☐☐☐☐ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 6 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐ Message	Transmutation, AirSchool [Language-Depend	1 standard action	60 minutes	Medium (160 ft.)	CR:p.313
[V, S, F] TARGET: 6 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐ Read Magic	Divination	1 standard action	60 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐ Sift	Divination	1 standard action	Instantaneous	30 ft.	APG:p.244
[V, S] TARGET: one 10-ft. cube; EFFECT: See area as though examining it. [SR:No]					

LEVEL 1 / Per Day:6 / Caster Level:6					
Name	School	Time	Duration	Range	Source
□□□□□ Beguiling Gift	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	5 ft.	APG:p.205
[V, S, F] TARGET: one creature; EFFECT: Subject immediately accepts an offered item and uses it. [SR:Yes; DC:16, Will negates]					
□□□□□ Blurred Movement	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal	ACG:p.176
[V, S] TARGET: you; EFFECT: As blur, but only while you are moving.					
□□□□□ Identify	Divination	1 standard action	18 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
□□□□□ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (40 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					

LEVEL 2 / Per Day:4 / Caster Level:6					
Name	School	Time	Duration	Range	Source
Darkness	Evocation [Darkness]	1 standard action	6 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
Glitterdust	Conjuration, EarthSchool (Creation) [MetalSc	1 standard action	6 rounds	Medium (160 ft.)	CR:p.290
[V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. [SR:No; DC:17, Will negates (blinding only)]					
Invisibility	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 600 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					
Silence	Illusion (Glamer)	1 round	6 rounds [D]	Long (640 ft.)	CR:p.343
[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:17, Will negates; see text or none (object)]					

* =Domain/Speciality Spell

Letek

Ghoul

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Undead

Race Type

Race Sub Type

Description:

Biography: