

Gnomish Librarian

Prime Requisite: INT

Requirements: CON 9

Hit Dice: d4

Maximum level: 12

lvl	XP	Title
1	0	Volunteer
2	2050	Intern
3	4100	Help Desk
4	8200	Cataloger
5	16400	Archivist
6	32800	Referencist
7	65600	Specialist
8	130000	Head Librarian
9	245000	Assistant Curator
10	360000	Curator
11	475000	Assistant Director
12	590000	Director

1	2	3	4	5	6
1					
2					
2	1				
2	2				
2	2	1			
2	2	2			
3	2	2	1		
3	3	2	2		
3	3	3	2	1	
3	3	3	3	2	
4	3	3	3	2	1
4	4	3	3	3	2

While most gnomes prefer nature, there will always be a few kindly gnomes who take it upon themselves to record, catalog, and maintain the history of gnomekind. Good or bad, funny or serious, fact or fiction, everything must be recorded. Gnomish Librarians advance in **saving throws** as a **cleric**; they can wear **no armor**, and can only use **staves**, **whips**,

slings, or **darts**. As part of their **Librarian's Code**, they must study and organize their books at least an hour a day, though this can be met by studying spells or other research.

Librarians are, obviously, adept at **quiet spellcasting**, casting spells with minimum noise and gestures; even bonds short of a full gag still allow them to cast. Having trained at the **Research Desk**, Librarians reduce the cost of researching spells by 10%. Additionally, with deep knowledge of **cheap books**, Librarians may treat any library he uses as 4,000 gp higher value. They also start with **two** levels of **Lores** and **Collegiate Wizardry**, a level of **Magical Engineering**, and a level of **Engineering**. At level 3, the librarian may **scribe scrolls**. At level 5, this grows to **three** levels of **Lores**, **Collegiate Wizardry**, and **Magical Engineering**, and **two** levels of **Alchemy**. Additionally, they may **research spells** and **brew potions**. At level 7, they gain a **third** level of **Alchemy** and **Engineering**, as well as **two** levels in **Theology**. At level 9, Librarians may **create magical items**. At level 11, Librarians may **cast ritual spells**.

Additionally, Gnomes have a **Nose for Potions**, and may make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. They speak **Dwarf**, **Elf**, **Goblin**, and **Kobold**, have extended **infravision to 90'**, and receive a +4 bonus on saving throws to **disbelieve magical illusions**. They can cast **faerie fire** and **ventriloquism** once per hour, and **speak with animals** at will. **Charms** are calculated as if 2 class levels higher, and others are at a -2 to save against them; likewise, **illusions** are 4 class levels higher, and are at a -4 to save. Gnomes may **research illusion spells** as if they are two class levels higher.

Librarian Proficiency List

Apostasy, Armor Training, Battle Magic, Beast Friendship, Black Lore of Zahar, Contemplation, Craft, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Healing, Inherently Funny, Knowledge, Language, Mapping, Mystic Aura, Naturalism, Performance: Dramatic Reading, Profession: Librarian, Prestidigitation, Read Languages, Research Desk*, Sensing Power, Soothsaying, Theology, Transmogrification, Unflappable Casting, Wakefulness

*Research Desk: The character was trained at the Research Desk, and can utilize that training to reduce the cost of researching spells by 10%; this may be taken multiple times, each reducing a further 10%.

Librarian magic:

Blast	2.25 (as cleric)	Movement	.75
Death	0	Protection	1
Detection	1.25	Summoning	0
Enchantment	1	Transmogrification	1.25 (as cleric)
Healing	0	Wall	1.5 (as cleric)
Illusion	1		