

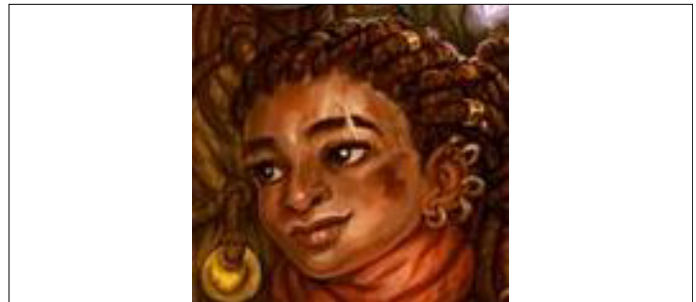
Allie Hogglesby



Female gnome bard (archaeologist) 5 - CR 4

Chaotic Good Humanoid (Gnome); Deity: **Desna**; Age: **54**;
 Height: **3' 3"**; Weight: **35 lb.**; Eyes: **Brown**; Hair: **Brown**;
 Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	18	+4	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1	+1			
	Illusion Resistance: +2 vs. illusions						
REFLEX (DEXTERITY)	+6	=	+4	+2			
	Trap Sense: +1 bonus vs. traps, Illusion Resistance: +2 vs. illusions						
WILL (WISDOM)	+5	=	+4	+1			
	Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+4		+2	+1			

Touch AC	Flat-Footed AC
13	15

Trap Sense: +1 bonus vs. traps, Defensive Training +4: +4 dodge bonus vs. Giants
 BAB Strength Size Misc

CM Bonus	BAB	Strength	Dexterity	Size
+2	=	+3	+0	-1

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
14	=	10	+3	+0

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	HP
+3	38

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	Speed
+2	20 ft

Rapier

Main hand: **+4, 1d4** Crit: 18-20/x2
 Both hands: **+4, 1d4** 1-hand, P
 Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

+1 studded leather

+4 Max Dex: +5, Armor Check: -
 Spell Fail: 15%, Light

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (1)	1	
Bluff	+11	CHA (4)	4	
Climb	+4	STR (0)	1	
Diplomacy	+8	CHA (4)	1	
Disguise	+8	CHA (4)	1	
Escape Artist	+6	DEX (2)	1	
Fly	+4	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+7	INT (1)	1	
Knowledge (dungeoneering)	+7	INT (1)	1	
Knowledge (engineering)	+7	INT (1)	1	
Knowledge (geography)	+7	INT (1)	1	
Knowledge (history)	+7	INT (1)	1	
Knowledge (local)	+7	INT (1)	1	
Knowledge (nature)	+7	INT (1)	1	
Knowledge (nobility)	+7	INT (1)	1	
Knowledge (planes)	+7	INT (1)	1	
Knowledge (religion)	+7	INT (1)	1	
Linguistics	+6	INT (1)	2	
Perception	+9	WIS (1)	1	
Perform (oratory)	+11	CHA (4)	4	
Profession (sailor)	+8	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+6	WIS (1)	2	
Spellcraft	+6	INT (1)	2	
Stealth	+10	DEX (2)	1	
Survival	+3	WIS (1)	2	
Swim	+2	STR (0)	2	
Use Magic Device	+9	CHA (4)	2	

Feats

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

Feats

Taunt
Toughness

Gear

Total Weight Carried: 25.4/86.25 lbs, Light Load (Light: 28.5 lbs, Medium: 57 lbs, Heavy: 86.25 lbs)

+1 studded leather	10 lbs
Backpack, masterwork (empty)	1 lb
Belt pouch (empty)	0.125 lbs
Caster's tattoo (lesser, 1/day)	-
Charts of the fair winds	-
Flint and steel	-
Ink, black	-
Inkpen	-
Mirror	0.5 lbs
Money	-
Rapier	1 lb
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	0.25 lbs
Waterskin	1 lb

Special Abilities

Archaeologist's Luck +2 (8 rounds/day) (Ex)
Bardic Knowledge +2 (Ex)
Clever Explorer +2 (Ex)
Defensive Training +4
Hatred +1
Honeyed Words (2/day) (Ex)
Illusion Resistance
Lore Master (1/day) (Ex)
Low-Light Vision
Trap Sense +1 (Ex)
Uncanny Dodge (Ex)

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>

Tracked Resources

Archaeologist's Luck +2 (8 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Caster's tattoo (lesser, 1/day)	<input type="checkbox"/>
Honeyed Words (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Lore Master (1/day) (Ex)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Polyglot
Elven	Sylvan
Gnome	Tengu

Experience & Wealth

Current Cash: **500 gp**

Spells & Powers

Bard (Archaeologist) spells known (CL 5th; concentration +9)

Melee Touch +4 Ranged Touch +6

2nd (3/day)—*cure moderate wounds*, *gallant inspiration*^{APG} (DC 16), *investigative mind*^{ACG}

1st (5/day)—*cause fear* (DC 15), *grease*, *identify*, *innocence*^{APG}

0th (at will)—*detect magic*, *ghost sound* (DC 15), *know direction*, *light*, *message*, *read magic*

Companions

Mr. Pig CR –

Male pig (*Pathfinder RPG Ultimate Magic* 113)

N Small animal

Init +1; Senses low-light vision, scent; **Perception +5**

Defense

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +6, Ref +3, Will +1

Offense

Speed 30 ft.

Melee bite +1 (1d4)

Statistics

Str 11, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 10 (14 vs. trip)

Feats Great Fortitude

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Perception +5

SQ combat riding

Mr. Pig. He's a pig.

Background

A Mwangi gnome archaeologist with a love of the arcane. Travels around with her riding hog, Mr. Pig.

One of the two survivors of the massacre of the Sea Shanty, the other being her friend Lydia. She has a pig face tattoo on her right hand that was made by Lydia.

MORALE: When the Skoll crew find her, she is held captive by Captain Gortus Svard. Gortus and his hobgoblin witch ally Jinx are trying to find out how to get to the Cyclopean Throne of Ghol'Gan by (mistakenly) using Allie's Charts of the Fair Winds.

Unbeknown to Gortus, Lydia (who is actually in the ship's hold) has tattooed on her back the real map and the riddle that lead to the Throne. In addition, Allie had used her spell tattoo to cast Innocence to bluff Gortus and stall him.

Even though she is tied up, she attempts to use Antagonize and Taunt on the biggest opponent (which is more than likely Gortus).

Sourcebooks Used

- **Advanced Class Guide** - Investigative Mind (spell)
- **Advanced Player's Guide** - Gallant Inspiration (spell); Honeyed Words (special ability); Innocence (spell); Taunt (feat)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Inner Sea Magic** - Caster's tattoo (lesser) (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language)
- **Skull & Shackles** - Charts of the fair winds (equipment)
- **Ultimate Combat** - Archaeologist (archetype)
- **Ultimate Magic** - Antagonize (feat)