

## Barnacleez

Male gnome sorcerer 2, Grand Lodge faction - CR 1  
 Chaotic Neutral Humanoid (Gnome); Deity: **Gozreh**; Age: **54**; Height: **3' 3"**; Weight: **37 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>8</b>	<b>-1</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>18</b>	<b>+4</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<input type="text"/>	<b>+2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Illusion Resistance: +2 vs. illusions

<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<input type="text"/>	<b>+2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Illusion Resistance: +2 vs. illusions

<b>WILL</b> (WISDOM)	<b>+2</b>	=	<b>+3</b>	<b>-1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Illusion Resistance: +2 vs. illusions

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>13</b>	=	<input type="text"/>	<input type="text"/>	<b>+2</b>	<b>+1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Touch AC** **13** **Flat-Footed AC** **11**

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
<b>CM Bonus</b>	<b>-1</b>	=	<b>+1</b>	<b>-1</b>	<b>-1</b>	<b>-</b>

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

	BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	<b>11</b>	=	<b>10</b>	<b>+1</b>	<b>-1</b>	<b>+2</b>	<b>-1</b>

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

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>19</b>
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

<b>Initiative</b>	<b>+2</b>
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<b>Speed</b>	<b>20 ft</b>
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### Heavy mace

Main hand: **+1, 1d6-1** Crit: x2

Both hands: **+1, 1d6-1** 1-hand, B

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

### Light crossbow

Ranged: **+2, 1d6** Crit: 19-20/x2

Ranged, both hands: **+4, 1d6** Rng: 80'  
2-hand, P

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

## Character Number: 8566 - 28



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+5</b>	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+4</b>	CHA (4)	-	
<b>Climb</b>	<b>-1</b>	STR (-1)	-	
<b>Diplomacy</b>	<b>+9</b>	CHA (4)	1	
<b>Disguise</b>	<b>+4</b>	CHA (4)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+4</b>	DEX (2)	-	
<b>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (4)	-	
<b>Knowledge (arcana)</b>	<b>+6</b>	INT (2)	1	
<b>Knowledge (planes)</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+9</b>	WIS (-1)	2	
<b>Profession (sailor)</b>	<b>+5</b>	WIS (-1)	1	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (-1)	-	
<b>Spellcraft</b>	<b>+6</b>	INT (2)	1	
<b>Stealth</b>	<b>+6</b>	DEX (2)	-	
<b>Survival</b>	<b>-1</b>	WIS (-1)	-	
<b>Swim</b>	<b>-1</b>	STR (-1)	-	
<b>Use Magic Device</b>	<b>+8</b>	CHA (4)	1	

### Activated Abilities & Adjustments

Familiar Bonus: +3 to Acrobatics checks: Within Arms Reach

### Feats

Alertness  
 Eschew Materials  
 Simple Weapon Proficiency - All  
 Toughness

## Traits

Ease of Faith  
Observant (Perception)

## Sling

Ranged: **+4, 1d3-1**

Ranged, both hands: **+4, 1d3-1**

Crit: x2  
Rng: 50'  
1-hand, B

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

## Gear

**Total Weight Carried: 18.9/60 lbs, Light Load**  
**(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

Backpack (2 @ 3.25 lbs) <In: Dropped to ground (1	0.5 lbs
Bedroll <In: Backpack (2 @ 3.25 lbs)>	1.25 lbs
Belt pouch (empty)	0.125 lbs
Bucket (empty) <In: Backpack (2 @ 3.25 lbs)>	2 lbs
Crossbow bolts x20	0.05 lbs
Explorer's outfit (Free)	-
gems 50gp, 20gp, 20gp, 2gp, 2gp, 2gp,	0.6 lbs
Heavy mace	4 lbs
Light crossbow	2 lbs
Money	0.18 lbs
Oil x6	1 lb
Sling	-
Sling bullets x20	0.25 lbs
Wand of magic missile	-

## Special Abilities

Bloodline Arcana: Arcane (Ex)  
Defensive Training +4  
Empathic Link with Familiar (Su)  
Familiar Bonus: +3 to Acrobatics checks  
Hatred +1  
Illusion Resistance  
Low-Light Vision  
Share Spells with Familiar

## 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

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Experience & Wealth

Experience Points: 3/6  
Current Cash: **9 sp**  
Grand Lodge: **Fame: 4, PP: 2**

## Languages

Common	Goblin
Draconic	Sylvan
Gnome	

## Spells & Powers

**Sorcerer spells known** (CL 2nd; concentration +6)  
**Melee Touch +1 Ranged Touch +4**  
**1st (5/day)**—*mage armor, magic missile*  
**0th (at will)**—*detect magic, disrupt undead, light, ray of frost, read magic*

## Companions

**Lou G'Boo**  
Female monkey ( *Pathfinder RPG Bestiary* 132)  
N Tiny magical beast (animal)  
**Init +2; Senses** low-light vision; Perception +6

## Defense

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)  
**hp** 9 (1d8)  
**Fort +2, Ref +4, Will +4**

## Offense

**Speed** 30 ft., climb 30 ft.  
**Melee** bite +5 (1d3-4)  
**Space** 2 ft.; **Reach** 0 ft.

## Statistics

**Str** 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5  
**Base Atk** +1; **CMB** +1; **CMD** 7  
**Feats** Weapon Finesse<sup>B</sup>  
**Skills** Acrobatics +10, Climb +10, Diplomacy -2, Perception +6, Spellcraft -1, Use Magic Device -2;  
**Racial Modifiers** +8 Acrobatics  
**SQ** improved evasion  
**Other Gear** fez, tiny, with chin string (worth 0.2 gp, 0.1 lb), lamp

## Background

A quick-tempered Gnome sorcerer from a dysfunctional marriage who suffers from vertigo, from a string of terrible places to live, who worries some of their memories have been tampered with, and names every piece of their gear, and who makes all minor decisions by flipping a coin.

Mike, the crossbow  
Larry 1, Larry 2, etc  
Frodo, the sling  
Bob 1, Bob 2, Bob 3, etc , the sling bullets  
Herbert the hvy mace  
Janine, the Care&Feeding of Apes book  
Banky, the bedroll  
Lady Windermere, the belt pouch  
Jeff, the backpack  
Bucky, the bucket  
Gastone', the lamp  
Earl 1-6, the oil

Missy the MM wand (-2PP)

## Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**  
**Web Enhancement / Ultimate Campaign** - Ease of Faith (trait)