Gnomish Librarian

		Librarian Magic					
Title Lvl		1	2	3	4	5	6
Volunteer 1		1	0	0	0	0	0
Intern 2		2	0	0	0	0	0
Help Desk 3		2	1	0	0	0	0
Cataloger 4		2	2	0	0	0	0
Archivist 5		2	2	1	0	0	0
Referencist 6		2	2	2	0	0	0
Specialist 7		3	2	2	1	0	0
Head Librarian 8		3	3	2	2	0	0
Assistant Curator 9		3	3	3	2	1	0
Curator 10		3	3	3	3	2	0
Assistant Director 11		4	3	3	3	2	1
Director 12		4	4	3	3	3	2

Prime Requisite: STR or CON
Requirements: INT and CON 9
Hit Dice: d4
Maximum Level: 12
Weapons: sling, staff, whip
Armor: no armor, nor use a shield

 Chooses spells from the Librarian Magic spell list.
Advances in attack throws as a Cleric/Thief, +2 every 4.
Cleaves up to once per two levels.

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 Mage; they can wear no armor, and can only use staffs, whips, or slings. 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; anything short of a full gag still allows them to cast. They also begin with Loremastery, Collegiate Wizardry, 2 levels of Magical Engineering, and a level of Engineering, as the proficiencies.
At level 3, the librarian may scribe scrolls.
At level 5, this gain Magical Engineering 3, and 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 may also research spells. At level 7, may brew potions; 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.

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 up to three times, each reducing a further 10%.
Inherently Funny: gain 3 Joke spell slots

Class Proficiencies list: Apostasy, Battle Magic, Beast Friendship, Black Lore of Zahar, Collegiate Wizardry (G), Contemplation, Craft (G), Diplomacy (G), Elementalism, Elven Bloodline, Engineering (G), Familiar, Healing (G), Knowledge (G), Language (G), Mapping (G), Mystic Aura, Naturalism (G), Performance (G): (Dramatic Reading), Prestidigitation, Profession (G): (Librarian), Sensing Power, Signaling (G), Soothsaying, Theology (G), Transmogrification, Unflappable Casting, Wakefulness, Armor Training, Inherently Funny, Research Desk

Librarian Magic

Prime Requisite:	INT
Saves as:	Mage
Add'l XP after 8:	150000
Item usage:	Mage

Ability	Allowed
Collect Divine Power	Yes
Research Spells	At level 5
Scribe Scrolls	At level 3
Brew Potions	At level 7
Perm. Magic Items	At level 11
Ritual Spell Levels	7th, 8th, 9th
Create Constructs	Dwarf only
Create Crossbreeds	No
Grant Unlife	At level 11

Categories	Multiplier
Blast	2.25
Death	0
Detection	1.25
Enchantment	1
Healing	0
Illusion	1
Movement	0.75
Protection	1
Summoning	0
Transmogrification	1.25
Wall	1.5

lvl	1	2	3	4	5	6
1	1	0	0	0	0	0
2	2	0	0	0	0	0
3	2	1	0	0	0	0
4	2	2	0	0	0	0
5	2	2	1	0	0	0
6	2	2	2	0	0	0
7	3	2	2	1	0	0
8	3	3	2	2	0	0
9	3	3	3	2	1	0
10	3	3	3	3	2	0
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3

Val	Spells	XP
0	None	0
1	2/5	410
2	3/4	769
3	Full	1025
4	Spells x 133%	2050