

Fonkin Male Gnome Ftr13

NAME

Ftr13

CLASS

156000

EXPERIENCE

13

TCL

91000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+13

=

+8

+

+5

+

+0

+

+0

+

conditional modifiers

+7

=

+4

+

+3

+

+0

+

+0

+

+6

=

+4

+

+2

+

+0

+

+0

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+18/+13/+8	=	+13/+8/+3	+	+4	+	+1	+	+0	+	
RANGED attack bonus	+17/+12/+7	=	+13/+8/+3	+	+3	+	+1	+	+0	+	
GRAPPLE attack bonus	+18/+13/+8	=	+13/+8/+3	+	+4	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d2+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE

	Light	Medium	Heavy
	87.0	174.0	262.0
Lift over head	262.0	Lift off ground	524.0
		Push / Drag	1310.0

FEATS

Alertness	See Text
Blind-Fight	See Text
Dodge	See Text
Improved Critical (Shortbow)	See Text
Mobility	See Text
Point Blank Shot	See Text
Power Attack	See Text
Rapid Reload (Crossbow (Light))	See Text
Weapon Focus (Sickle, Shortbow)	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'6"

HEIGHT

46 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

129

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

11

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+13/+8/+3

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	18	=	4	+ 14.0 +
Handle Animal	CHA	10	=	1	+ 9.0 +
Ride	DEX	20	=	3	+ 15.0 + 2
Swim	STR	14	=	4	+ 10.0 +

= + +

: can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Speak with Animals (burrowing mammal only, duration 1 minute).

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Gnome hooked), Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Gnome

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									