

Jebeddo Male Gnome
War1Exp9

NAME
War1 Exp9
CLASS
10
TCL
72000
EXPERIENCE
55000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
RACE
Small
SIZE
Male
GENDER
3'6"
HEIGHT
46 lbs
WEIGHT

True Neutral

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

STR 16 +3 16 +3
DEX 13 +1 13 +1
CON 20 +5 20 +5
INT 14 +2 14 +2
WIS 12 +1 12 +1
CHA 12 +1 12 +1

HP 94
AC 12
INITIATIVE +1
BASE ATTACK +7/+2

SAVING THROWS
FORTITUDE +10
REFLEX +4
WILLPOWER +7

MELEE +11/+6
RANGED +9/+4
GRAPPLE +11/+6

UNARMED
TOTAL ATTACK BONUS +11/+6
DAMAGE 1d2+3
CRITICAL 20/x2

ARMOR

EQUIPMENT
Outfit (Explorer's)
TOTAL WEIGHT CARRIED/VALUE 0.0 lbs 0.0 gp

WEIGHT ALLOWANCE
Light 57.0
Medium 114.0
Heavy 172.0

FEATS
Armor Proficiency (Heavy) See Text
Armor Proficiency (Light) See Text
Armor Proficiency (Light) See Text
Armor Proficiency (Medium) See Text
Power Attack See Text
Run See Text
Shield Proficiency See Text
Skill Focus (Bluff, Knowledge (Nature)) See Text
Tower Shield Proficiency See Text

SKILLS
Bluff
Craft (Bowmaking)
Craft (Stonemasonry)
Craft (Trapmaking)
Gather Information
Hide
Knowledge (Architecture and Engineering)
Knowledge (Local)
Knowledge (Nature)
Perform (Act)
Perform (Sing)
Profession (Hunter)

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, Ranseur, 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, Gnome, Orc

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									