

Roywyn Female Gnome
Exp10Com6

NAME
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CLASS
16
TCL
120000
EXPERIENCE
136000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
Small
RACE
SIZE
0
Female
AGE
GENDER

DEITY
3'1"
38 lbs
HEIGHT
WEIGHT
EYES
HAIR

Chaotic Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

STR 12 +1 12 +1
DEX 18 +4 18 +4
CON 15 +2 15 +2
INT 20 +5 20 +5
WIS 15 +2 15 +2
CHA 12 +1 12 +1

HP 89
AC 15
INITIATIVE +4
BASE ATTACK +10/+5

INITIATIVE +4
TOTAL +4
DEX MODIFIER +0
MISC MODIFIER +0

SPEED Walk 20'
ARCANE SPELL FAILURE 0
ARMOR CHECK PENALTY +0
SPELL RESISTANCE 0

SAVING THROWS
FORTITUDE +7
REFLEX +9
WILLPOWER +11

MELEE +12/+7
RANGED +15/+10
GRAPPLE +12/+7

UNARMED
TOTAL ATTACK BONUS +12/+7
DAMAGE 1d2+1
CRITICAL 20/x2

ARMOR
TYPE
AC
MAXDEX
CHECK
SPELL FAILURE

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 32.0 Medium 64.0 Heavy 97.0
Lift over head 97.0 Lift off ground 194.0 Push / Drag 485.0

FEATS
Alertness See Text
Armor Proficiency (Light) See Text
Skill Focus (Jump, Perform (Sing), Sense Motive, Balance, Handle Animal) See Text

SKILLS
Balance DEX 10 = 4 + 6.0 +
Bluff CHA 14 = 1 + 13.0 +
Climb STR 9 = 1 + 8.0 +
Craft (Alchemy) INT 18 = 5 + 8.0 + 5
Craft (Leatherworking) INT 13 = 5 + 8.0 +
Craft (Painting) INT 18 = 5 + 13.0 +
Craft (Shipmaking) INT 17 = 5 + 12.0 +
Craft (Weaponsmithing) INT 11 = 5 + 6.0 +
Craft (Woodworking) INT 8 = 5 + 3.5 +
Handle Animal CHA 10 = 1 + 9.0 +
Jump STR 9 = 1 + 8.0 +
Knowledge (Architecture and Engineering) INT 18 = 5 + 13.5 +
Knowledge (Nature) INT 7 = 5 + 2.5 +
Perform (Oratory) CHA 14 = 1 + 13.0 +
Perform (Sing) CHA 13 = 1 + 12.0 +
Profession (Hunter) WIS 15 = 2 + 13.0 +
Sense Motive WIS 6 = 2 + 4.0 +
Speak Language 13 = 0 + 13.0 +

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
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES
Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

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									