

Ellywick Female Gnome Ftr16

NAME

Ftr16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

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

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+15

=

+10

+

+5

+

+0

+

+0

+

conditional modifiers

+10

=

+5

+

+3

+

+0

+

+2

+

+6

=

+5

+

+1

+

+0

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	=	+16/+11/+6/+1	+	+5	+	+1	+	+0	+	
RANGED attack bonus	+20/+15/+10/+5	=	+16/+11/+6/+1	+	+3	+	+1	+	+0	+	
GRAPPLE attack bonus	+22/+17/+12/+7	=	+16/+11/+6/+1	+	+5	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d2+5	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
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WEIGHT ALLOWANCE

Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS

Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Mobility	See Text
Mounted Archery	See Text
Mounted Combat	See Text
Negotiator	See Text
Point Blank Shot	See Text
Power Attack	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'3"

HEIGHT

40 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP hit points	173	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED										
AC armor class	14	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE

modifier

+7

=

+3

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+16/+11/+6/+1

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	19	=	5	+ 14.0 +
Handle Animal	CHA	11	=	1	+ 10.0 +
Jump	STR	21	=	5	+ 16.0 +
Ride	DEX	23	=	3	+ 18.0 + 2

✓

:

can be used untrained.

✗

:

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, 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, Elven, 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									