

Premium Gnome Fighter (IV)

Male Gnome Fighter 7 - CR 6

True Neutral Humanoid (Gnome); Age: 54; Height: 3' 5"; Weight: 40lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	20	+5	
INT INTELLIGENCE	9	-1	
WIS WISDOM	14	+2	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+5	+5	+1			
	Illusion Resistance: +2 vs. illusions						

REFLEX (DEXTERITY)	+6 =	+2	+3	+1			
	Illusion Resistance: +2 vs. illusions						

WILL (WISDOM)	+5 =	+2	+2	+1			
	Bravery: +2 vs. fear, Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 34 =	+12	+5	+3	+1	+1	+1	+1	

Touch AC 16 **Flat-Footed AC** 30

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+10 =	+7	+4*	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+7	+4*	+3	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	119
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Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

Initiative	+3	Damage / Current HP	
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Speed	20 ft
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Heavy Shield Bash

Mainhand: +15/+10, 1d8+8 Crit: x2

Both Hands: +15/+10, 1d8+10 1-Hand, P

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

Masterwork Battleaxe

Mainhand: +13/+8, 1d6+4 Crit: x3

Both Hands: +13/+8, 1d6+6 1-Hand, S

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

+2 Bashing, Shield Spikes Heavy steel shield

+5

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	1	
Speed less than 30': -4 jump				
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+4	STR (4)	1	
Diplomacy	-1	CHA (-1)	-	
Disable Device	-	DEX (3)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (-1)	1	
Linguistics	-	INT (-1)	-	
Perception	+4	WIS (2)	-	
Ride	+3	DEX (3)	1	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+3	DEX (3)	-	
Survival	+6	WIS (2)	1	
Swim	+4	STR (4)	1	
Use Magic Device	-	CHA (-1)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Feats, Traits & Flaws

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge

+1 AC.

Improved Shield Bash

You still get your shield bonus while using Shield Bash.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Missile Shield (1/round)

1/round, when hit by a ranged weapon, take no damage.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Focus

+1 Shield AC

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness +7

You gain +3 hit points.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Weapon Focus (Shield, Heavy)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Shield, Heavy)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

+3 Full plate

+12

Max Dex: +3, Armor Check: -3

Spell Fail: 35%, Heavy

Gear

Total Weight Carried: 42.5/225lbs, Light Load (Light: 75lbs, Medium: 150lbs, Heavy: 225lbs)

Heavy Shield Bash	-
+2 Bashing, Shield Spikes Heavy steel shield	12.5 lbs
+3 Full plate	25 lbs
Amulet of natural armor +1	-
Belt of giant strength +2	0.5 lbs
Cloak of resistance +1	0.5 lbs
Explorer's Outfit (Free)	-
Masterwork Battleaxe	3 lbs
Money <In: Dropped to ground (1 @ 17.2 lbs)>	17.2 lbs
Ring of protection +1	-

Special Abilities

Bravery +2 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Hatred +1

+1 racial bonus to attacks against humanoids of the reptilian and goblinoid subtypes.

Illusion Resistance

+2 racial bonus to saves against illusions.

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **860 GP**

Special Abilities

Weapon Training (Close) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Spell-Like Abilities

Dancing Lights (1/day) (Sp)

Ghost Sound (1/day) (Sp)

Prestidigitation (1/day) (Sp)

Speak with Animals (1/day) (Sp)

Tracked Resources

Missile Shield (1/round)

Languages

Common
Gnome

Sylvan