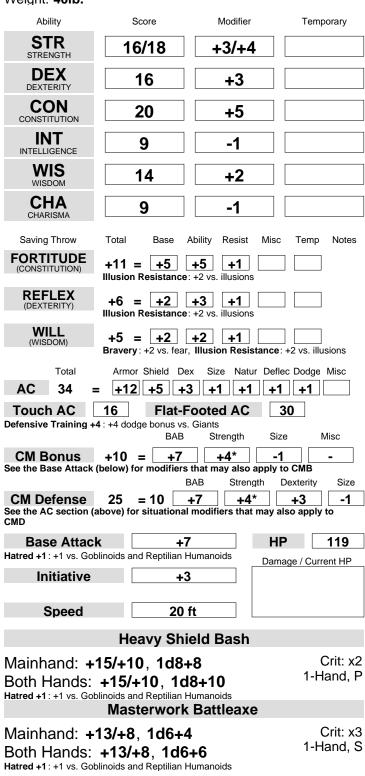
Premium Gnome Fighter (IV)

Male Gnome Fighter 7 - CR 6

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



+2 Bashing, Shield Spikes Heavy steel shield

+5

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

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Skill Name	Total	Ability	Ranks	Temp	
⁰ Acrobatics	+0	DEX (3)	1		
Speed less than 30' : -4 jump					
Appraise	-1	INT (-1)	-		
Bluff	-1	CHA (-1)	-		
⁰ Climb	+4	STR (4)	1		
Diplomacy	-1	CHA (-1)	-		
^{╿↑} Disable Device	-	DEX (3)	-		
Disguise	-1	CHA (-1)	-		
Escape Artist	-1	DEX (3)	-		
⁰ 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)	-		
⁰ Ride	+3	DEX (3)	1		
Sense Motive	+2	WIS (2)	-		
⁹ Sleight of Hand	-	DEX (3)	-		
Spellcraft	-	INT (-1)	-		
⁰ Stealth	+3	DEX (3)	-		
Survival	+6	WIS (2)	1		
⁰ 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 Stiletu basti	-
+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: (1="" 17.2="" @="" dropped="" ground="" lbs)="" to=""></in:>	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)

Gnome

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 Sylvan