

## Gebralter

Male gnome sorcerer 10

CN Small humanoid (gnome)

**Init** +6; **Senses** low-light vision; Perception +3

**Languages** Common, Gnome, Sylvan

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### DEFENSE

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**AC** 22, touch 16, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural, +1 size); *mage armor*

**hp** 82 (10 HD)

**Fort** +8, **Ref** +7, **Will** +10; +2 vs. illusions

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)

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### OFFENSE

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**Speed** 20 ft. (4 squares)

**Melee** mwk longspear +6 (1d6–1/×3)

**Ranged** by weapon +8

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Spell-like Abilities** (CL 10<sup>th</sup>; Concentration +17)

10/day – laughing touch

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

10 rounds/day – fleeting glance

**Spells Known** (CL 10<sup>th</sup>; Concentration +17; Spell DC = 17 + spell level, +3 bonus w/illusions)

5<sup>th</sup> (4/day) – *teleport*

4<sup>th</sup> (6/day) – *confusion*, *poison*<sup>B</sup>, *rainbow pattern*

3<sup>rd</sup> (8/day) – *deep slumber*<sup>B</sup>, *fireball*, *fly*, *major image*

2<sup>nd</sup> (8/day) – *acid arrow*, *glitterdust*, *hideous laughter*<sup>B</sup>, *invisibility*, *see invisibility*<sup>B</sup>

1<sup>st</sup> (8/day) – *animate rope*, *disguise self*, *entangle*<sup>B</sup>, *mage armor*, *magic missile*, *shield*

0 (at-will) – *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *mending*, *prestidigitation*, *ray of frost*, *read magic*

**Bloodline** Fey

**Special Attacks** +1 on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes

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### STATISTICS

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**Abilities** Str 8 (–1), Dex 14 (+2), Con 16 (+3), Int 10 (+0), Wis 12 (+1), Cha 24 (+7)

**Base Atk** +5; **CMB** +3; **CMD** 18; **Hero Points** 3

**Feats** Dodge, Effortless Trickery, Mobility, Eschew Materials<sup>B</sup>, Greater Spell Focus (illusion), Improved Initiative<sup>B</sup>, Spell Focus (illusion)

**Skills** Craft (alchemy) +2, Fly +9 (+13 w/fly spell), Knowledge (arcana) +8, Knowledge (nature) +9, Perception +3, Spellcraft +7; **Racial Modifiers** +2 craft (alchemy), +2 Perception

**SQ** weapon familiarity, woodland stride

**Combat Gear** alchemist's fire (4), *arcane spell scrolls* (*dispel magic* 2, *fly* 2, *mage armor*, *shield*, *wall of force*), *oil of slipstream*, *potion of cure moderate wounds*, *wand of web* (35 charges); **Other Gear** *amulet of natural armor* +2, bicorn hat, *bracers of armor* +2, buried treasure (600pp), *cloak of resistance* +2, *headband of alluring charisma* +4, masterwork longspear, *page of spell knowledge* (see *invisibility*), *phantasmal gem*, raise dead (pre-arranged spellcasting service), *ring of protection* +2, tender (64gp, 2sp, 2cp)

**Encumbrance** light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 40 lb.; **Weight Carried** 7 lb. 9 oz. (excluding buried treasure and tender)

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### SPECIAL ABILITIES

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**Fleeting Glance (Sp)** You can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.



**Laughing Touch (Sp)** You can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

**Weapon Familiarity** You treat any weapon with the word “gnome” in its name as a martial weapon.

**Woodland Stride (Ex)** You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.