		SPECIAL ABILITIES
CJ's Aspira, Going Home	6,080 / 10,000	— RACE ABILITIES — • -2 Strength, +2 Constitution
CAMPAIGN	EXPERIENCE POINTS	Base land speed of 20 feet.
GEAR		 Low-Light Vision Spell-like abilities: 1/day - speak with animals(burrowing),
		dancing lights,
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX DEX BONUS	ghost sound, prestidigitation • Weapon Familiarity: Gnomes treat gnome hooked hammers as martial
Leather Light	+2 +6	weapons, rather than exotic weapons. • +2 racial bonus on saving throws against illusions
+0 10% 20 7.5	SPECIAL PROPERTIES	+1 modifier to the DC for all saving throws against illusion spells
+0 10% 20 7.3		you cast. • +1 racial bonus on attack rolls against kobolds and goblinoids
SHIELD/PROTECTIVE ITEM ARMOR BONG	JS WEIGHT CHECK PENALTY SPELL FAILURI	+4 dodge bonus to AC against giants
		+2 racial bonus on Craft (alchemy) and Listen checks. Favored Class: Bard
SPECIAL F	PROPERTIES	— CLASS ABILITIES — • Proficient in all armor, and all shields(except tower shields)
		Proficient with all simple and martial weapons, and with Gnome
OTHER PC	SSESSIONS	Hooked Hammer. • Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if
ITEM Wgt		
		bonus to your Reflex saves.
		Weapon Aptitude (Ex): You are considered a level 2 fighter for purposes of qualifying for feats. Further, each morning you may spend
		1 hour in weapon training to change the designated weapon for any
		feat that applies to a single weapon (such as Weapon Focus). • Battle Ardor (Ex): You gain a +2 insight bonus on rolls made to
		confirm critical hits. — FEATS —
		Improved Initiative (PH 96) : +4 bonus on initiative checks.
		Weapon Finesse (PH 102): Use Dex modifier instead of Str modifier on attack rolls with light melee weapons.
		— MANEUVERS —
	Magic Items Equipped by Slot	Punishing Stance (Iron Heart) (Stance Level 1) (Pg 69): Attacks deal +1d6 damage, but you have -2 to AC.
	Ring Slot (RH)	Steel Wind (Iron Heart) (Strike Level 1) (Pg 69) : Attack two opponents.
	(none) (0 GP) Ring Slot (LH)	
	(none) (0 GP)	Steely Strike (Iron Heart) (Strike Level 1) (Pg 69): +4 bonus on one attack, enemies gain +4 bonus on attacks against you.
	Hand Slot	Disarming Strike (Iron Heart) (Strike Level 2) (Pg 67): With
	(none) (0 GP)	successful attack, attempt to disarm foe.
	(none) (0 GP)	Wall of Blades (Iron Heart) (Counter Level 2) (Pg 70) : Replace AC
	Head Slot	with attack roll result.
	(none) (0 GP)	Absolute Steel Stance (Iron Heart) (Stance Level 3) (Pg 66):
	Face Slot	+10-ft. bonus to speed, +2 AC with movement.
	(none) (0 GP)	
	Shoulder Slot (none) (0 GP)	
	Neck Slot	
	(none) (0 GP)	0
	Body Slot	
	(none) (0 GP)	
	Torso Slot (none) (0 GP)	
	Waist Slot	
	(none) (0 GP)	0
	Feet Slot	
	(none) (0 GP) TOTAL WEIGHT CARRIED	0 7.5
NOTES		
NO <u>T</u> ES	LANGUAGES	
·	Dwarven	-
	Gnome	
	Goblin	CARRYING INFO TURN/REBUKE ATTEMPTS
		Times/Day Used Turning/Rebuking
		LIGHT HEAVY LOAD MED LOAD LOAD
		buking Most Powerful Undead Check Affected(Max HD) # of HD Turned/Rebuked
		LIFT OVER LIFT OFF PUSH the HD of the undead or
		MONEY AGROUND DRAG 4-6 MONEY 7-9 Thirty, the unlocated are destroyed/commanded rather than turned/rebuked.
		PP 10-12 Dispelling rebuking/turning works like turning/rebuking.
		GP 843 13-15 but you must equal or
		SP 8 the cleric who
		CP
		_
		Gems