				CDECIAL ADULTIES
C l'a Assiss Coing Home	,	0.000 / 0.000		SPECIAL ABILITIES — RACE ABILITIES —
CJ's Aspira, Going Home		3,600 / 6,000		• -2 Strength, +2 Constitution
CAMPAIGN EXPERIENCE POINTS			Base land speed of 20 feet. Low-Light Vision	
GEAR				Spell-like abilities: 1/day - speak with animals(burrowing),
				dancing lights, ghost sound, prestidigitation
ARMOR/PROTECTIVE ITEM TYPE	PE ARMOR BONUS	MAX DEX BONU	IS	Weapon Familiarity: Gnomes treat gnome hooked hammers as martial
Leather Lig	ht +2	+6		weapons, rather than exotic weapons.
ACP SPELL FAILURE SPEED WEIGHT	SPECI	AL PROPERTIES		 +2 racial bonus on saving throws against illusions +1 modifier to the DC for all saving throws against illusion spells
+0 10% 20 7.5				you cast.
CHIEL DADDOTECTIVE ITEM	•			+1 racial bonus on attack rolls against kobolds and goblinoids +4 dodge bonus to AC against giants
SHIELD/PROTECTIVE ITEM ARI	MOR BONUS WEIGHT	CHECK PENALTY SPELL F	FAILURE	• +4 dodge bonds to AC against grants • +2 racial bonus on Craft (alchemy) and Listen checks.
				Favored Class: Bard
·	SPECIAL PROPERTIES			— CLASS ABILITIES — • Proficient in all armor, and all shields(except tower shields)
				Proficient with all simple and martial weapons, and with Gnome
OTHER POSSESSIONS				Hooked Hammer.
пем	Wgt	ITEM	Wgt	 Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
				Battle Clarity (Ex): Unless flat-footed, you gain a +2 insight
				bonus to your Reflex saves. • Weapon Aptitude (Ex): You are considered a level 1 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 — Punishing Stance (Iron Heart) (Stance Level 1) (Pg 69): Attacks
	Magic Items Equi	pped by Slot		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)			Steely Strike (Iron Heart) (Strike Level 1) (Pg 69) : +4 bonus on
	(none) (0 GP)			one attack, enemies gain +4 bonus on attacks against you.
	Hand Slot		0	Disarming Strike (Iron Heart) (Strike Level 2) (Pg 67): With
	(none) (0 GP) Arm Slot		U	successful attack, attempt to disarm foe.
	(none) (0 GP)		0	Wall of Blades (Iron Heart) (Counter Level 2) (Pg 70) : Replace AC
	Head Slot		U	with attack roll result.
	(none) (0 GP)		0	
		Face Slot		
		(none) (0 GP)		
	` ' ` '	Shoulder Slot		
		(none) (0 GP)		
	Neck Slot		0	
	(none) (0 GP)		0	
	Body Slot			
	(none) (0 GP)		0	
	Torso Slot			
	(none) (0 GP)	(none) (0 GP)		
	Waist Slot	Waist Slot		
	(none) (0 GP)		0	
	Feet Slot			
	(none) (0 GP)		0	
	TOTAL WEIGHT CA	RRIED	7.5	
NOTES		LANGUAGES		
		Common		
		Dwarven		
		Gnome		
		Goblin		CARRYING INFO TURN/REBUKE ATTEMPTS
				24.75 49.5 75 Times/Day Used Turning/Rebuking Check Modifier
				LIGHT HEAVY
				LOAD MED LOAD LOAD huking Most Powerful Indeed
				Check Affected(Max HD) # of HD Turned/Rebuked
		-		75 150 375 Up to 0 2d6 # your cleric level is double
		-		LIFT OVER LIFT OFF PUSH 1-3 the HD of the undead or
		-		HEAD GROUND DRAG 4-6 more, the undead are destroyed/commanded
		-		7-9 rather than turned/rebuked.
				10-12 works like turning/rebuking,
				GP 13-15 but you must equal or exceed the check result of
				SP 16-18 the cleric who
 -		-		19-21
				Art 22+ 22+
				Other (GP)
				• 1