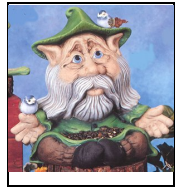


# Sttebin

NAME: \_\_\_\_\_ PLAYERNAME: \_\_\_\_\_ DEITY: \_\_\_\_\_ ALIGNMENT: Neutral Good  
 Rgr10 85875 Gnome (Svirfneblin) Small 3' 4" 44 lbs. Darkvision (120'), Normal  
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION  
 10/13 91000 60 Male 60 AGE GENDER EYES HAIR POINTS  
 Character Level/ECL / NEXT LEVEL



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	18	+4	18	+4
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	13	+1	13	+1	13	+1
<b>WIS</b> Wisdom	15	+2	17	+3	17	+3
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
91				Walk 20'
<b>AC</b> armor class	29	25	21	15
TOTAL	FLAT	TOUCH	BASE	ARCANE SPELL FAILURE
			ARMOR BONUS	ARMOR CHECK PENALTY
			SHIELD BONUS	SPELL RESIST
			STAT	
			SIZE	
			NATURAL	
			MISC	
			MISS CHANCE	

<b>INITIATIVE</b> modifier	+4	+4	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+10/+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+14	+7	+3	+2	+2	+0		
<b>REFLEX</b> (dexterity)	+15	+7	+4	+2	+2	+0		
<b>WILL</b> (wisdom)	+10	+3	+3	+2	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+15/+10	+10/+5	+4	+1	+0	+0	
<b>RANGED</b> attack bonus	+15/+10	+10/+5	+4	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+10/+5	+10/+5	+4	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10	1d2+4	20/x2

Axe (Throwing/Small)	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	S	S	20/x2	
TOTAL ATTACK BONUS	DAMAGE				
+15/+10	1d4+4				
10'	20'	30'	40'	50'	
To Hit	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

*Hammer (Gnome)	CURRENT HAND	TYPE	SIZE	CRITICAL
Hooked/Masterwork/Small;Flaming/+1 (Enhancement to Weapon or Ammunition);Frost/+1 (Enhancement to Weapon or Ammunition))	Two-Weapons	B/P	S	20/x3/4
TOTAL ATTACK BONUS	DAMAGE			
+15/+10;+15/+10	1d6+5/+3			
Special Properties	Head1: +1d6 fire damage, Head2: +1d6 cold damage			

*Hammer (Gnome)	CURRENT HAND	TYPE	SIZE	CRITICAL
Hooked/Masterwork/Small;Flaming/+1 (Enhancement to Weapon or Ammunition);Frost/+1 (Enhancement to Weapon or Ammunition)/Head 1 only)	Two-Weapons	B	S	20/x3
TOTAL ATTACK BONUS	DAMAGE			
+17/+12	1d6+7			
Special Properties	+1d6 fire damage			

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Celestial Armor (Small)	Light	+8	+8	-2	15
Allows the wearer to fly on command once per day					
*Ring of Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	4	= 4	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	2	= 4	+	+ -2
✓ Concentration	CON	5	= 3	+	2.0 +
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	2	= 4	+	+ -2
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	5	= 3	+	2.0 +
✓ Hide	DEX	20	= 4	+	12.0 + 4
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	-2	= 4	+	+ -6
Knowledge (Dungeoneering)	INT	4	= 1	+	3.0 +
✓ Listen	WIS	14	= 3	+	9.0 + 2
✓ Move Silently	DEX	15	= 4	+	13.0 + -2
✓ Ride	DEX	4	= 4	+	+
✓ Search	INT	10	= 1	+	9.0 +
✓ Sense Motive	WIS	3	= 3	+	+
Speak Language(Abyssal, Celestial, Infernal, Drow Sign Language)		4	= 0	+	4.0 +
✓ Spot	WIS	15	= 3	+	12.0 +
✓ Survival	WIS	12	= 3	+	9.0 +
✓ Swim	STR	0	= 4	+	+ -4
✓ Tumble	DEX	8	= 4	+	6.0 + -2
✓ Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. X : exclusive skills

<b>*Hammer</b> (Gnome Hooked/Masterwork/Small;Flaming/+1 (Enhancement to Weapon or Ammunition);Frost/+1 (Enhancement to Weapon or Ammunition)/Head 2 only)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	P	S	20/x4
TOTAL ATTACK BONUS		DAMAGE		
+17/+12		1d4+7		
Special Properties	+1d6 cold damage			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Axe (Throwing/Small)	Backpack	8	1.0 (8.0)	8.0 (64.0)	
<b>Belt of Giant Strength +4</b>	Equipped	1	1.0	16000.0	
Backpack <small>8 lbs., 8 Axe (Throwing/Small)</small>	Equipped	1	2.0	2.0	
<b>Celestial Armor (Small)</b> <small>Allows the wearer to fly on command once per day</small>	Equipped	1	10.0	22400.0	
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0	
<b>Hammer (Gnome Hooked/Masterwork/Small;Flaming/+1 (Enhancement to Weapon or Ammunition);Frost/+1 (Enhancement to Weapon or Ammunition))</b> <small>Head1: +1d6 fire damage, Head2: +1d6 cold damage</small>	Equipped	1	3.0	16620.0	
Outfit (Explorer's/Small)	Equipped	1	2.0	0.0	
<b>Periapt of Wisdom +2</b>	Equipped	1	0.0	4000.0	
<b>Potion of Cure Serious Wounds</b> <small>□□□</small>	Pouch (Belt)	3	0.0 (0.0)	750.0 (2250.0)	
Pouch (Belt) <small>0 lbs., 3 Potion (Cure Serious Wounds)</small>	Equipped	1	0.5	1.0	
<b>Ring of Protection +2</b>	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			25.5 lbs.	73337.0 gp	

WEIGHT ALLOWANCE					
Light	75	Medium	150	Heavy	225
Lift over head	225	Lift off ground	450	Push / Drag	1125

SPECIAL ABILITIES
+1 racial bonus on attack rolls against kobolds and goblinoids.
+2 bonus to Hide skill (included) improves to +4 when underground
Animal Companion (Ex)
Evasion (Ex)
Favored Enemy (Magical Beast) +2
Favored Enemy (Monstrous Humanoid) +2
Favored Enemy (Outsider (Chaotic)) +6
Nondetection (Su): A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).
Swift Tracker (Ex)
Two Weapon Fighting Combat Style
Wild Empathy (Ex) +8
Woodland Stride (Ex)

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Weapon Focus (Hammer (Gnome hooked))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Gnome hooked), Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Abyssal, Celestial, Common, Drow Sign Language, Gnome, Infernal, Undercommon

## Celestial Armor Innate Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Fly	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched				
* =Domain/Specialty Spell									

# Ranger Spells

LEVEL	0	1	2	3	4
<b>KNOWN</b>	0	0	0	0	0
<b>PER DAY</b>	0	2	2	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm	14	None	1 standard action	10 hours [D]	Close (35')	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect: Wards an area for 10 hours.</i>					<i>Target: 20-ft.-radius emanation centered on a point in space</i>				
□□□□□ Animal Messenger	14	None; see text	1 standard action	5 days	Close (35')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect: Sends a Tiny animal to a specific place.</i>					<i>Target: One Tiny animal</i>				
□□□□□ Calm Animals	14	Will negates; see text	1 standard action	5 minutes	Close (35')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect: Calms 2d4 + 5 HD of animals.</i>					<i>Target: Animals within 30 ft. of each other</i>				
□□□□□ Charm Animal	14	Will negates	1 standard action	5 hours	Close (35')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect: Makes one animal your friend.</i>					<i>Target: One animal</i>				
□□□□□ Delay Poison	14	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect: Stops poison from harming subject for 5 hours.</i>					<i>Target: Creature touched</i>				
□□□□□ Detect Animals or Plants	14	None	1 standard action	Concentration, up to 50 minutes [D]	Long (600')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Detects kinds of animals or plants.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (35')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Detects poison in one creature or small object.</i>					<i>Target: One creature, one object, or a 5-ft. cube</i>				
□□□□□ Detect Snares and Pits	14	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect: Reveals natural or primitive traps.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect: Exist comfortably in hot or cold environments.</i>					<i>Target: Creature touched</i>				
□□□□□ Entangle	14	Reflex partial; see text	1 standard action	5 minutes [D]	Long (600')	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>					<i>Target: Plants in a 40-ft.-radius spread</i>				
□□□□□ Hide from Animals	14	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect: Animals can't perceive 5 subjects.</i>					<i>Target: 5 creatures touched</i>				
□□□□□ Jump	14	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect: Subject gets bonus on Jump checks.</i>					<i>Target: Creature touched</i>				
□□□□□ Longstrider	14	None	1 standard action	5 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect: Increases your speed.</i>					<i>Target: You</i>				
□□□□□ Magic Fang	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>					<i>Target: Living creature touched</i>				
□□□□□ Pass without Trace	14	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect: 5 subjects leaves no tracks.</i>					<i>Target: 5 creatures touched</i>				
□□□□□ Read Magic	14	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect: Read scrolls and spellbooks.</i>					<i>Target: You</i>				
□□□□□ Resist Energy	14	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect: Ignores first 15 points of damage/attack from specified energy type.</i>					<i>Target: Creature touched</i>				
□□□□□ Speak with Animals	14	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect: You can communicate with animals.</i>					<i>Target: You</i>				
□□□□□ Summon Nature's Ally I	14	None	1 round	5 rounds [D]	Close (35')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect: Calls creature to fight.</i>					<i>Target: One summoned creature</i>				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Barkskin	15	None	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect: Grants +2 enhancement to natural armor.</i>					<i>Target: Living creature touched</i>				
□□□□□ Bear's Endurance	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect: Subject gains +4 to Con for 5 minutes.</i>					<i>Target: Creature touched</i>				
□□□□□ Cat's Grace	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect: Subject gains +4 to Dex for 5 minutes.</i>					<i>Target: Creature touched</i>				
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect: Cures 1d8+5 damage.</i>					<i>Target: Creature touched</i>				
□□□□□ Hold Animal	15	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect: Paralyzes one animal for 5 rounds.</i>					<i>Target: One animal</i>				
□□□□□ Owl's Wisdom	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect: Subject gains +4 to Wis for 5 minutes.</i>					<i>Target: Creature touched</i>				
□□□□□ Protection from Energy	15	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect: Absorb 60 points of damage from one kind of energy.</i>					<i>Target: Creature touched</i>				

\* =Domain/Speciality Spell

## Ranger Spells

□□□□□	<b>Snare</b>	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Creates a magic booby trap.								<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	
□□□□□	<b>Speak with Plants</b>	15	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> You can talk to normal plants and plant creatures.								<i>Target:</i> You	
□□□□□	<b>Spike Growth</b>	15	Reflex partial	1 standard action	5 hours [D]	Medium (150')	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								<i>Target:</i> 5 20-ft. squares	
□□□□□	<b>Summon Nature's Ally II</b>	15	None	1 round	5 rounds [D]	Close (35')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	
□□□□□	<b>Wind Wall</b>	15	None; see text	1 standard action	5 rounds	Medium (150')	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]	

\* =Domain/Speciality Spell

☐Fly (DC:14)

## Notes:

Character Sheet Notes: