

Newt
 Character Name _____
Expert 1
 Primary Level Epic HD type _____
 Secondary Level Epic HD type _____
 Tertiary Level Epic HD type _____

LEVEL 1
 Total d6
 HD type _____
 HD type _____
 HD type _____

Gnome
 Humanoid (Gnome)
HD 1 Hit Dice Total Adj. HD type _____ ECL Adj. _____
Small Size
Neutral Good Alignment
3'1" Height
Male Gender
5 ft./5 ft. Face / Reach
 Deity _____



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XP 200
 Total
 Next level: 1,000 xp

	Ability	Modif	Rolled	Adj.
STR Strength	11		13	
DEX Dexterity	16	+3	16	
CON Constitution	14	+2	12	
INT Intelligence	16	+3	16	
WIS Wisdom	13	+1	11	+2
CHA Charisma	12	+1	10	+2

HP Hit Points **8**
 ①①①①
 ①①①①
 Adj. _____

AC Armor Class **18** = 10 + **4** + _____ + **3** + **1** + _____ + _____ + _____ + _____ + _____
 Armor Shield Dexterity Size Dodge Natural Deflection Other Adj. _____

SR _____
 Spell Resistance Adj. _____

TOUCH Armor Class **14** Adj. _____
GRAPPLE Modifier **-4** = _____ + _____ + **-4** + _____ + _____
 Base Strength Size Feat Adj. _____

DR _____
 Damage Reduction

Flat-Footed Armor Class **15** Adj. _____
INITIATIVE Modifier **+3** = **3** + _____ + _____ + _____ + _____
 Dexterity Class Feat Other Adj. _____

POWER _____
 Points

SPD Speed **15'** = **20'** + **-5'** + _____ + _____
 Land Speed Base Gear Other Adj. _____
SPD Other **0'** Adj. _____

LEADERSHIP _____
 Score Base Adj. _____
Armor Check **-3**
 Armor Check Penalty

FORTITUDE Constitution **+2** = _____ + **2** + _____ + _____ + _____ + _____ + _____ + _____ + _____
REFLEX Dexterity **+3** = _____ + **3** + _____ + _____ + _____ + _____ + _____ + _____ + _____
WILL Wisdom **+3** = **2** + **1** + _____ + _____ + _____ + _____ + _____ + _____ + _____
 Base Ability Class Feat Items Epic Other Adj. _____

ACTION _____
 Points Available

Base Attack Bonus _____ / _____ / _____ / _____ / _____
 Base 2nd 3rd 4th Adj. _____

MELEE Attack Bonus **+1** = _____ + _____ + **1** + _____ + _____
RANGED Attack Bonus **+4** = _____ + **3** + **1** + _____ + _____
 Base Ability Size Epic Adj. _____

FULL ATTACK Two-Handed **Heavy Mace**

Range:	Attack Adj:	Total Attack / Damage	Critical
-	Bludgeoning	+1	20
		1d6	x2

Desc: Made of metal and very hard to break
 Notes: _____
 Ammo _____

FULL ATTACK Ranged **Dagger**

Range:	Attack Adj:	Ranged Attack / Damage	Critical
10'	Piercing & Slashing	+4	19-20
		1d3	x2

Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: _____
 Ammo _____

FULL ATTACK One-Handed **Dagger**

Range:	Attack Adj:	Total Attack / Damage	Critical
10'	Piercing & Slashing	+1	19-20
		1d3	x2

Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you
 Notes: _____
 Ammo _____

FULL ATTACK Ranged **Light Crossbow**

Range:	Attack Adj:	Ranged Attack / Damage	Critical
80'	Piercing	+4	19-20
		1d6	x2

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes: _____
 Ammo _____

FULL ATTACK One-Handed **None**

Range:	Attack Adj:	Total Attack / Damage	Critical

Notes: _____
 Ammo _____

FULL ATTACK One-Handed **None**

Range:	Attack Adj:	Total Attack / Damage	Critical

Notes: _____
 Ammo _____

SKILLS	Total	Key Ability	Modifier	Ranks	Face	Feat	Armor	Synergy	Misc
Appraise	4	INT	3	2					
Balance	0	DEX	3				-3		0
Bluff	1	CHA	1						
Climb	-3	STR	0				-3		
Concentration	2	CON	2						
Decipher Script	-	INT	3						
Diplomacy	3	CHA	1						2
Disable Device	7	INT	3	2		2			
Disguise	1	CHA	1						
Escape Artist	0	DEX	3				-3		0
Forgery	3	INT	3						
Gather Information	1	CHA	1						
Handle Animal	-	CHA	1						
Heal	1	WIS	1						
Hide	6	DEX	3	2	4		-3		1
Intimidate	1	CHA	1						
Jump	-15	STR	0				-3	-12	
Listen	5	WIS	1	2	2				
Move Silently	2	DEX	3	2			-3		1
Open Lock	7	DEX	3	2		2			
Ride	3	DEX	3						
Search	4	INT	3	2					
Sense Motive	1	WIS	1						
Sleight of Hand	-	DEX	3				-3		
Speak Language	5	INT	3		2	-	-		
Spellcraft	-	INT	3						
Spot	3	WIS	1	2					
Survival	1	WIS	1						
Swim	-6	STR	0				-6		
Tumble	-	DEX	3				-3		
Use Magic Device	-	CHA	1						
Use Rope	3	DEX	3						

Character Specific Skills

Craft - Alchemy	7	INT	3	2	2				
Craft - Locksmithing	5	INT	3	2					

ARMOR		Chain Shirt		Magic:	Armor Check Adj.:	Weight		
Speed Adj:	0	Max Dex:	4	Bonus:	+4	Armor Check Penalty: -2	Spell Fail: 20%	12.5 lb.
Desc.: Protects your torso while leaving the limbs free and mobile. Comes with a steel cap							Notes:	

SHIELD		None		Magic:	Skill Check Adj.:	Weight		
Maximum Dexterity:		Bonus:		Skill Check Penalty:		Spell Fail:		
Desc.:							Notes:	

PROTECTIVE ITEMS		AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR		#	lb.	GEAR		#	lb.	GEAR		#	lb.
Chain Shirt		13		Backpack	1			Tanglefoot bag	1	4	
Heavy Mace		4		Thieves' tools	1						
Dagger	2	1		Silk Rope	5						
Light Crossbow		2		Bolts (10)	4	4					
				Sack							
				Alchemist's fire	4	4					
				Smokestick	2	1					
				Sunrod	2	2					
				Sack							
				Thunderstone	2	2					
				Sack							
				Tindertwig		10					
				Pouch							
				Pouch							
56.225 lb.		Medium		3	-3	-5	533 GP				
Total Weight		Load Class		Max Dex	Chk Penalty	Speed Adj	Total Value				

FEATS	1	=	1	+	0	+	List:	All Feats	√
Nimble Fingers									√
+2 bonus on Disable Device and Open Lock checks									

NOTES

Lang: 5 Common, Gnome

ENCUMBRANCE LIMITS					
28.8	57.5	86	173	431	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY	
Platinum:	0 PP
Gold:	0 GP
Silver:	0 SP
Copper:	0 CP

SPELLS		Arcane Spell Failure: 20%		Adj.:					
Class:									
Level:									
Bonus	Spells/day:	Spells/day:	Spells/day:	Spells/day:					
Levels	Spells known:	Spells known:	Spells known:	Spells known:					
Spell Level	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

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FEATURES Newt

Racial Traits: Gnome
 Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
 Low Light Vision
 +2 Save vs Illusions
 +1 DC for saves against Gnomish Illusions
 +1 Attack vs Goblinoid & Kobolds
 +4 Dodge vs Giants
 +2 Listen/Craft - Alchemy Checks
 1x per Day: Speak with Animals (burrowing mammals only)
 1x per Day: DC11: Dancing Lights, Ghost Snd, Prestidigitation

Class Features: Expert 1st
 Select any ten skills to be class skills (currently selected: 0)

CHARACTER STATUS
 No errors detected

Total Experience:	HP:
200	6

Newt - Gnome, Expert 1st

Game Id.	XP Gained	HP (dice only)	Game Notes
Legends	25		for getting Gurt to reveal information
Legends	5		Treasure XP: Onyx,
Legends	15		Involved with party deciding to use the back entrance to the cave
Legends	155		Hampering 2 fire beetles, killing one, assiging in the killing of another.

Newt

Gnome, Expert 1st

Small Humanoid (Gnome)

Alignment: Neutral Good

Hit Dice: 1d6+2 (8 hp)

Initiative: +3

Speed: 15 ft. (3 squares) (Heavy encumbrance)

Space/Reach: 5 ft./5 ft.

AC: 16 (+4 Armor, +1 Dex, +1 Size), Touch 12, Flat-Footed 15

Saves: Fort +2, Ref +3, Will +3

Abilities: Str 11, Dex 16, Con 14, Int 16, Wis 13, Cha 12

Base Attack/Grapple: +0/-4

Single Attack:

Heavy Mace: +1 melee (1d6)

Dagger: +4 ranged (1d3/19-20)

Dagger: +1 melee (1d3/19-20)

Light Crossbow: +4 ranged (1d6/19-20)

Full Attack:

Heavy Mace: +1 melee (1d6)

Dagger: +4 ranged (1d3/19-20)

Dagger: +1 melee (1d3/19-20)

Light Crossbow: +4 ranged (1d6/19-20)

FEATS

Nimble Fingers

SKILLS

Appraise +4, Balance -3, Bluff +1, Climb -6, Concentration +2, Diplomacy +3, Disable Device +7, Disguise +1, Escape Artist -3, Forgery +3, Gather Information +1, Heal +1, Hide +3, Intimidate +1, Jump -18, Listen +5, Open Lock +7, Ride +3, Search +4, Sense Motive +1, Speak Language x5, Spot +3, Survival +1, Swim -12, Use Rope +3, Craft - Alchemy +7, Craft - Locksmithing +5

EQUIPMENT

ARMOR WORN: Chain Shirt

Chain Shirt, Heavy Mace, 2xDagger, Light Crossbow. Backpack, Thieves' tools, Silk Rope, 4xBolts (10). Sack, 4xAlchemist's fire, 2xSmokestick, 2xSunrod, Sack, 2xThunderstone. Sack, 10xTindertwig. Pouch. Pouch.

LANGUAGES

Common, Gnome

TOTAL CHARACTER VALUE

583 GP

NOTES

Mace and daggers Carry: Strapped to belt.

Favored class: Druid. No XP penalty for multiclassing.

Languages: Kalamaran, Hobgoblin, Forest Gnome, Merchant's Tongue

Racial Traits: Gnome

Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks

Low Light Vision

+2 Save vs Illusions

+1 DC for saves against Gnomish Illusions

+1 Attack vs Goblinoid & Kobolds

+4 Dodge vs Giants

+2 Listen/Craft - Alchemy Checks

1x per Day: Speak with Animals (burrowing mammals only)

1x per Day: DC11: Dancing Lights, Ghost Snd, Prestidigitation

Class Features: Expert 1st

Select any ten skills to be class skills (currently selected: 0)

CHARACTER STATUS

Dexterity bonus to AC reduced because of Heavy Load