

Spriggan

Male spriggan - CL4 - CR 3

Chaotic Evil Humanoid (Gnome); Deity: **Gorum**; Age: **46**;
Height: **3' 4"**; Weight: **40 lb.**; Eyes: **brown**; Hair: **none**; Skin:
blue

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	19	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			
REFLEX (DEXTERITY)	+5	=	+1	+4			
WILL (WISDOM)	+1	=	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=	+4	+2	+4	+1			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	17				

CM Bonus	+1	=	+3	-1	-1	-
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CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+3	-1	+4	-1

Base Attack	+3	HP	22
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Initiative	+4	Damage / Current HP
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Speed	20 ft
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Dagger

Main hand: **+3, 1d3-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+8, 1d3-1** Light, P/S

Light crossbow (10 @ 0.5 lbs)

Ranged: **+6, 1d6** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+8, 1d6** 2-hand, P

Masterwork morningstar

Main hand: **+5, 1d6-1** Crit: x2
Both hands: **+5, 1d6-1** 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+3	STR (-1)	-	
Diplomacy	-1	CHA (-1)	-	
Disable Device	+11	DEX (4)	2	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+6	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+7	WIS (0)	2	
Ride	+4	DEX (4)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	+11	DEX (4)	2	
Stealth	+15	DEX (4)	2	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	

Feats

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 Dexterity- and Strength-based skill checks.

Combat Reflexes (5 AoO/round)

You can make extra attacks of opportunity.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Feats

Weapon Focus (Morningstar)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

+1 studded leather

+4

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Darkwood heavy wooden shield

+2

Max Dex: -, Armor Check: -
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 50.4/67.5 lbs, Encumbrance Ignored

(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)

+1 studded leather	10 lbs
Backpack (24 @ 30.25 lbs)	0.5 lbs
Bedroll <In: Backpack (24 @ 30.25 lbs)>	1.25 lbs
Belt pouch (6 @ 1 lbs)	0.125 lbs
Climber's kit <In: Backpack (24 @ 30.25 lbs)>	1.25 lbs
Crossbow bolts x10 <In: Light crossbow (10 @ 0.5	0.05 lbs
Dagger	0.5 lbs
Darkwood heavy wooden shield	2.5 lbs
Flint and steel <In: Backpack (24 @ 30.25 lbs)>	-
Grappling hook <In: Backpack (24 @ 30.25 lbs)>	4 lbs
Hammer <In: Backpack (24 @ 30.25 lbs)>	2 lbs
Heavy shield bash	-
Hooded lantern <In: Backpack (24 @ 30.25 lbs)>	2 lbs
Light crossbow (10 @ 0.5 lbs)	2 lbs
Masterwork morningstar	3 lbs
Money <In: Belt pouch (6 @ 1 lbs)>	-
Oil x4 <In: Backpack (24 @ 30.25 lbs)>	1 lb
Piton x8 <In: Backpack (24 @ 30.25 lbs)>	0.5 lbs
Potion of bull's strength <In: Belt pouch (6 @ 1 lbs)>	-
Potion of cure light wounds x3 <In: Belt pouch (6 @ 1 lbs)>	-
Potion of jump	-
Silk rope x2 <In: Backpack (24 @ 30.25 lbs)>	5 lbs
Thieves' tools <In: Belt pouch (6 @ 1 lbs)>	1 lb
Trail rations x3 <In: Backpack (24 @ 30.25 lbs)>	0.25 lbs
Waterskin <In: Backpack (24 @ 30.25 lbs)>	1 lb

Special Abilities

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Size Alteration (Su)

At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a

Sneak Attack +2d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Spriggan Magic (Ex)

A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Spriggan Skills (Ex)

Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

Spell-Like Abilities

Flare (At will)

Scare (At will)

Shatter (At will)

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of bull's strength	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Aklo

Gnome

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft.: -4 to jump

Spriggan – Abilities & Gear

Combat Reflexes (5 AoO/round)

Feat

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Weapon Focus (Morningstar)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Size Alteration (Su)

Racial Ability (Spriggan)

At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).

Sneak Attack +2d6

Racial Ability (Spriggan)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Spriggan Magic (Ex)

Racial Ability (Spriggan)

A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

Spriggan Skills (Ex)

Racial Ability (Spriggan)

Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.