

# Wikk Slyscales

Character Name: Wikk Slyscales Player Name: Kobold / Dragon Deity: None Region: Lawful Neutral  
 CLASS: Illusionist 2 RACE: Kobold / Dragon SIZE / FACE: Small / 5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. Alignment: Darkvision (60 ft.), Low-Light Vision  
 EXP/NEXT LEVEL: 1000 / 3000 AGE: 40 GENDER: Male EYES:  HAIR:  VISION: VISION

Character Level (CR): 2 (2) EXP/NEXT LEVEL: 1000 / 3000 AGE: 40 GENDER: Male EYES:  HAIR:  Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED												
<b>STR</b> Strength	4	-3	4	-3			7							Walk 30 ft.												
<b>DEX</b> Dexterity	18	+4	18	+4			<b>AC</b> armor class	16	12	15	10	0	0	0	4	1	1	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	12	+1	12	+1			<b>INITIATIVE</b> modifier	+4	+4	+0																
<b>INT</b> Intelligence	17	+3	17	+3			<b>Encumbrance</b>																			
<b>WIS</b> Wisdom	10	+0	10	+0																						
<b>CHA</b> Charisma	10	+0	10	+0																						
<b>SAVING THROWS</b>																										
<b>FORTITUDE</b> (constitution)	+1	+0	+1	+0	+0	+0																				
<b>REFLEX</b> (dexterity)	+4	+0	+4	+0	+0	+0																				
<b>WILL</b> (wisdom)	+3	+3	+0	+0	+0	+0																				

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	-1	+1	-3	+1	+0	0	
<b>RANGED</b> attack bonus	+6	+1	+4	+1	+0	0	
<b>GRAPPLE</b> attack bonus	-6	+1	-3	-4	+0	+0	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
<b>UNARMED</b> (nonlethal only)	-5	1d2-3	20/x2	5 ft.

\*: 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.

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
0	0	0	0	0	0	0	0

TOTAL SKILLPOINTS: 25		MAX RANKS: 5/2.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
✓ Appraise	INT	3	= 3 + 0.5
✓ Balance	DEX	4	= 4
✓ Bluff	CHA	3	= 0 + 3
✓ Climb	STR	-3	= -3
✓ Concentration	CON	6	= 1 + 5
✓ Concentration (Cast defensively)		0	= 0
✓ Craft (Alchemy)	INT	6	= 3 + 3
✓ Craft (Untrained)	INT	3	= 3
✓ Diplomacy	CHA	3	= 0 + 1 + 2
✓ Disguise	CHA	0	= 0
✓ Escape Artist	DEX	4	= 4
✓ Forgery	INT	3	= 3
✓ Gather Information	CHA	0	= 0
✓ Heal	WIS	0	= 0
✓ Hide	DEX	8	= 4 + 4
✓ Intimidate	CHA	0	= 0
✓ Jump	STR	-3	= -3
Knowledge (Arcana)	INT	8	= 3 + 5
Knowledge (Local)	INT	4	= 3 + 1
Knowledge (Nature)	INT	5	= 3 + 2
Knowledge (The Planes)	INT	4	= 3 + 1
✓ Knowledge (Untrained)	INT	3	= 3
✓ Listen	WIS	2	= 0 + 2
✓ Move Silently	DEX	4	= 4
Profession (Miner)	WIS	6	= 0 + 4 + 2
✓ Ride	DEX	4	= 4
✓ Search	INT	5	= 3 + 2
✓ Sense Motive	WIS	0	= 0
✓ Spellcraft	INT	6	= 3 + 1 + 2
✓ Spot	WIS	2	= 0 + 2
✓ Survival	WIS	0	= 0
✓ Swim	STR	-3	= -3
✓ Use Rope	DEX	4	= 4
			= + +
			= + +

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.  
**Conditional Skill Modifiers:**  
 +2 bonus to Spellcraft when learning Illusion

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Spellbook, Wizard's (Blank)	Carried	1	3 / 15
<small>This large, leatherbound book serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells). See Space in the Spellbook, page 179.</small>			
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	15gp

WEIGHT ALLOWANCE			
Light	10	Medium	20
Heavy	30	Push / Drag	150
Lift over head	30	Lift off ground	60

MONEY
Total= 0 gp [Unspent Funds = 60 gp]

### MAGIC

Languages
Common, Draconic, Undercommon

### Other Companions

### Special Qualities

#### Darkvision (Ex) [Universal Rules, p.165]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

#### Dragon Type [Monster Manual]

Dragons eat/sleep/breathe. Dragons are Immune to magic sleep effects and paralysis effects.

#### Familiar [Wizards of the Coast - Players Handbook, p.57]

A wizard can obtain a familiar. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

#### +2 bonus to Spellcraft when learning Illusion [Wizards of the Coast - Players Handbook, p.57]

#### Light Sensitivity (Ex) [Monster Manual]

Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

#### Low-Light Vision (Ex) [Universal Rules, p.165]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

#### Reptilian Subtype [Monster Manual]

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

#### Scribe Scroll [Wizards of the Coast - Players Handbook, p.57]

At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic schools (see Scribe Scroll, page 99, and Creating Magic Items, page 282 of the Dungeon Master's Guide).

#### Skills [Monster Manual]

Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

#### Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.57]

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

### Feats

#### Dragonwrought [Wizards of the Coast - Races of the Dragon, p.100]

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103. Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

#### Scribe Scroll [Wizards of the Coast - Player's Handbook, p.99]

You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the Dungeon Master's Guide for rules on scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level ? its caster level ? 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

#### Alertness (Granted) [Wizards of the Coast - Player's Handbook, p.89]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

### Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Spells (Ray), Spells (Touch)

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	3+1	—	—	—	—	—	—	—	—

## LEVEL 0 / Per Day:4+0 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ <b>Acid Splash</b> [V, S] TARGET: One missile of acid; <b>EFFECT:</b> Orb deals 1d3 acid damage. [SR:No]	Conjuration (Creation) [Acid, Conjuration D1]	standard action	Instantaneous	Close (30 ft.)	PH:p.196
□□□□ <b>Amanuensis</b> [V,S] TARGET: Object or objects with writing; <b>EFFECT:</b> Copies 250 words per minute. [SR:Yes [object]; DC:13, Will negates [object]]	Transmutation	1 standard action	10 minute/level	Close (30 ft.)	SC:p.9
□□□□ <b>Arcane Mark</b> [V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> Inscribes a personal rune [visible or invisible]. [SR:No]	Universal	1 standard action	Permanent	0 ft.	PH:p.201
□□□□ <b>Caltrop</b> [V,S] TARGET: See text; <b>EFFECT:</b> Caltrots cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.42
□□□□ <b>Dancing Lights</b> [V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; <b>EFFECT:</b> Creates torches or other lights. [SR:No]	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (120 ft.)	PH:p.216
□□□□ <b>Daze</b> [V, S, M] TARGET: One humanoid creature of 4 HD or less; <b>EFFECT:</b> Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:13, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	PH:p.217
□□□□ <b>Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects spells and magic items within 60 ft. [SR:No]	Divination [Antimagic Domain, Divination I1]	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
□□□□ <b>Detect Poison</b> [V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No]	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
□□□□ <b>Disrupt Undead</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Deals 1d6 damage to one undead. [SR:Yes]	Necromancy [Necromancy Domain, Fire Sh1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.223
□□□□ <b>Electric Jolt</b> [V,S] TARGET: Ray; <b>EFFECT:</b> Ranged touch attack delivers 1d3 electric damage. [SR:Yes]	Evocation [Electricity]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.78
□□□□ <b>Flare</b> [V] TARGET: Burst of light; <b>EFFECT:</b> Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:13, Fortitude negates]	Evocation [Light, Fire Domain, WujenFire, F1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.232
□□□□ <b>*Ghost Sound</b> [V, S, M] TARGET: Illusory sounds; <b>EFFECT:</b> Figment sounds. [SR:No; DC:13, Will disbelief (if interacted with)]	Illusion (Figment) [Illusion Domain, Air Shu1]	1 standard action	2 rounds [D]	Close (30 ft.)	PH:p.235
□□□□ <b>Launch Bolt</b> [V,S,M] TARGET: One crossbow bolt in your possession; <b>EFFECT:</b> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
□□□□ <b>Launch Item</b> [S] TARGET: One fine item in your possession, weighing up to 10lbs; <b>EFFECT:</b> Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
□□□□ <b>Light</b> [V, M/DF] TARGET: Object touched; <b>EFFECT:</b> Object shines like a torch. [SR:No]	Evocation [Light, Evocation Domain, Fire Sh1]	1 standard action	20 minutes [D]	Touch	PH:p.248
□□□□ <b>Mage Hand</b> [V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> 5-pound telekinesis. [SR:No]	Transmutation [MOD, Transmutation Dom1]	1 standard action	Concentration	Close (30 ft.)	PH:p.249
□□□□ <b>Mending</b> [V, S] TARGET: One object of up to 1 lb.; <b>EFFECT:</b> Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
□□□□ <b>Message</b> [V, S, F] TARGET: 2 creatures; <b>EFFECT:</b> Whispered conversation at distance. [SR:No]	Transmutation [Language-Dependent]	1 standard action	20 minutes	Medium (120 ft.)	PH:p.253
□□□□ <b>No Light</b> [V, S] TARGET: 20-ft radius spread; <b>EFFECT:</b> Prevents normal light from illuminating. [SR:No]	Transmutation	1 standard action	1 minute/level	Close (30 ft.)	BV:BoVD
□□□□ <b>Open/Close</b> [V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; <b>EFFECT:</b> Opens or closes small or light things. [SR:Yes (object); DC:13, Will negates (object)]	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	PH:p.258
□□□□ <b>Preserve Organ</b> [V, S, DF] TARGET: one organ; <b>EFFECT:</b> Protects one detached organ from decay for 24 hours. [SR:Yes; DC:13, Fortitude negates (harmless)]	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
□□□□ <b>Prestidigitation</b> [V, S] TARGET: See text; <b>EFFECT:</b> Performs minor tricks. [SR:No; DC:13, See text]	Universal	1 standard action	1 hour	10 ft.	PH:p.264
□□□□ <b>Ray of Frost</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Ray deals 1d3 cold damage. [SR:Yes]	Evocation [Cold, Cold Domain, Storm Doma1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.269
□□□□ <b>Read Magic</b> [V, S, F] TARGET: You; <b>EFFECT:</b> Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	20 minutes	Personal	PH:p.269
□□□□ <b>Repair Minor Damage</b> [V,S] TARGET: Construct touched; <b>EFFECT:</b> Repair a construct 1 point of damage. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
□□□□ <b>Resistance</b> [V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]	Abjuration [Abjuration Domain, Earth Shug1]	1 standard action	1 minute	Touch	PH:p.272
□□□□ <b>*Silent Portal</b> [S] TARGET: One portal; <b>EFFECT:</b> Negates the sound of opening/closing any portal [door/window,etc.]. [SR:Yes [object]; DC:13, Will negates [object]]	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (30 ft.)	SC:p.190
□□□□ <b>Slash Tongue</b> [V, S] TARGET: one living creature with a tongue; <b>EFFECT:</b> Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:13, Fortitude negates]	Transmutation [Evil]	1 standard action	1 round	Close (30 ft.)	BV:BoVD
□□□□ <b>Sonic Snap</b> [V,S] TARGET: One creature or object; <b>EFFECT:</b> Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:13, Will partial]	Evocation [Sonic]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.195
□□□□ <b>Stick</b> [V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; <b>EFFECT:</b> Sticks one object to another; see text. [SR:Yes [object]; DC:13, Will negates [object]]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
□□□□ <b>Touch of Fatigue</b> [V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Touch attack fatigues target. [SR:Yes; DC:13, Fortitude negates]	Necromancy	1 standard action	2 rounds	Touch	PH:p.294
□□□□ <b>*Unnerving Gaze</b> [V, S] TARGET: One humanoid; <b>EFFECT:</b> Subject takes -1 penalty on attacks for 1d3 rounds. [SR:Yes; DC:13, Will negates]	Illusion (Phantasm)	1 standard action	1 round/level	Close (30 ft.)	BV:BoVD

\* =Domain/Speciality Spell

# Wikk Slyscales

Kobold

RACE

40

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,  
HAIR / HAIR STYLE

PHOBIAS

,  
PERSONALITY TRAITS

INTERESTS

,  
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Dragon

Race Type

Race Sub Type

**Description:**

**Biography:**