

Wikk Slyscales

Character Name

Illusionist 2

CLASS

2 (2)

Character Level (CR)

EXP/NEXT LEVEL

1000 / 3000

Player Name

Kobold / Dragon

RACE

40

AGE

Male

GENDER

EYES

HAIR

Points

Deity

Small / 5 ft.

SIZE / FACE

None

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Lawful Neutral

Alignment

Darkvision (60 ft.), Low-Light Vision

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

4

-3

4

-3

DEX

Dexterity

18

+4

18

+4

CON

Constitution

12

+1

12

+1

INT

Intelligence

17

+3

17

+3

WIS

Wisdom

10

+0

10

+0

CHA

Charisma

10

+0

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

HP

hit points

7

WOUNDS/CURRENT HP

AC

armor class

16

:

12

:

15

=

10

+

0

+

0

+

0

+

4

+

1

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

MELEE

attack bonus

TOTAL

=

BASE ATTACK BONUS

+

STAT

+

SIZE

+

MISC

+

EPIC

+

TEMP

RANGED

attack bonus

+6

=

+1

+

+4

+

+1

+

+0

+

GRAPPLE

attack bonus

-6

=

+1

+

-3

+

-4

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Special Properties:

-5

1d2-3

20/x2

5 ft.

MELEE

attack bonus

-1

=

+1

+

-3

+

+1

+

+0

+

0

+

RANGED

attack bonus

+6

=

+1

+

+4

+

+1

+

+0

+

0

+

GRAPPLE

attack bonus

-6

=

+1

+

-3

+

-4

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Special Properties:

-5

1d2-3

20/x2

5 ft.

Skills

TOTAL SKILLPOINTS: 25

MAX RANKS: 5/2.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC 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

ITEM		EQUIPMENT		LOCATION	QTY	WT / COST	
Spellbook, Wizard's (Blank)				Carried	1	3 / 15	
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.							
TOTAL WEIGHT CARRIED/VALUE				3 lbs.	15gp		
WEIGHT ALLOWANCE							
Light 10		Medium 20		Heavy 30			
Lift over head 30		Lift off ground 60		Push / Drag 150			
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.							

<p>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.</p>
Alertness (Granted) [Wizards of the Coast - Player's Handbook, p.89]
<p>You have finely tuned senses.</p> <p>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.</p>

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

* =Domain/Specialty Spell

Wikk Slyscales

RACE	Kobold
AGE	40
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	Lawful Neutral
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
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: