

# Ras Suladir

NAME  
Wiz3  
CLASS  
3  
Character Level

13125  
EXPERIENCE  
6000  
NEXT LEVEL

# Kikkonen

PLAYERNAME  
Kobold  
RACE  
9  
AGE

Small  
SIZE  
Male  
GENDER

DEITY  
3' 2"  
HEIGHT  
Amber  
EYES

28 lbs.  
WEIGHT  
NA, NA  
HAIR

Lawful Neutral  
ALIGNMENT  
Darkvision (60')  
VISION  
-1  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	4	-3	4	-3	4	-3
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	16	+3	16	+3	16	+3
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	8	-1	8	-1	8	-1

**HP** hit points: 11

**AC** armor class: 15

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 20 ft.

TOTAL: 15

FLAT: 12

TOUCH: 14

BASE: 10

ARMOR BONUS: 0

SHIELD BONUS: 0

STAT: 3

SIZE: 1

NATURAL: 1

MISC: 0

MISS CHANCE: [ ]

ARCANE SPELL FAILURE: 0

ARMOR CHECK PENALTY: -3

SPELL RESIST: 0

**INITIATIVE** modifier: +3

TOTAL: +3

DEX MODIFIER: +3

MISC MODIFIER: +0

**BASE ATTACK** bonus: +1

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+1	+1	+0	+2	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+3	+2	+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	+5	+1	+3	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	-6	+1	-3	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	-1	1d2-3	20/x2

Quarterstaff	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B/B	M	20/x2
TOTAL ATTACK BONUS	N/A			
	N/A			

Special Properties

\*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	6/3 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	0	= 3	+	-3
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	-6	= -3	+	-3
✓ Concentration	CON	7	= 1	+	6.0
Craft (Alchemy)	INT	5	= 3	+	2.0
Craft (Trapmaking)	INT	7	= 3	+	2.0
✓ Craft (Untrained)	INT	3	= 3	+	+
Decipher Script	INT	8	= 3	+	5.0
✓ Diplomacy	CHA	-1	= -1	+	+
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	0	= 3	+	-3
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	-1	= -1	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	4	= 3	+	1
✓ Intimidate	CHA	-1	= -1	+	+
✓ Jump	STR	-12	= -3	+	-9
Knowledge (Arcana)	INT	9	= 3	+	6.0
Knowledge (The Planes)	INT	4	= 3	+	1.0
✓ Listen	WIS	4	= 2	+	2
✓ Move Silently	DEX	0	= 3	+	-3
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	5	= 3	+	2
✓ Sense Motive	WIS	2	= 2	+	+
Speak Language (Infernal)		1	= 0	+	1.0
Spellcraft	INT	11	= 3	+	6.0
✓ Spot	WIS	4	= 2	+	2
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	-9	= -3	+	-6
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

### EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's/Small)	Equipped	1	2.0	0.0
Quarterstaff	Carried	1	4.0	0.0
Sack	Equipped	1	0.5	0.1
<small>3.05 lbs., 1 Scroll (Disrupt Undead), 1 Scroll (Mage Armor), 3 Scroll (Magic Missile), 1 Spellbook (Wizard's/Blank)</small>				
<b>Scroll (Disrupt Undead)</b>	Sack	1	0.01	12.5
☐				
<b>Scroll (Mage Armor)</b>	Sack	1	0.01	25.0
☐				
<b>Scroll (Magic Missile)</b>	Sack	3	0.01 (0.03)	25.0 (75.0)
☐☐☐				
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
<small>Cantrips, 1st Lvl. 24pages used.</small>				
Spellbook (Wizard's/Blank)	Sack	1	3.0	15.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>12.55</b>	<b>147.6 gp</b>
			lbs.	

### WEIGHT ALLOWANCE

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

### SPECIAL ABILITIES

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

Summon Familiar

### FEATS

Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Craft Wondrous Item	You can create any wondrous item whose prerequisites you meet.
Scribe Scroll	You can create a scroll of any spell that you know.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

### PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Spells(Ray), Unarmed Strike

### LANGUAGES

Common, Draconic, Infernal, Undercommon

# Wizard Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid		<i>Caster Level:</i> 3		
□□□□□ Arcane Mark	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 3		
□□□□□ Dancing Lights	13	None	1 standard action	3 minute [D]	Medium (130 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area		<i>Caster Level:</i> 3		
□□□□□ Daze	13	Will negates	1 standard action	1 round	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 3		
□□□□□ Detect Magic	13	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Detect Poison	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 3		
□□□□□ Disrupt Undead	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray		<i>Caster Level:</i> 3		
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light		<i>Caster Level:</i> 3		
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	3 rounds [D]	Close (30 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 3		
□□□□□ Light	13	None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 3		
□□□□□ Mage Hand	13	None	1 standard action	Concentration	Close (30 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 3		
□□□□□ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 3		
□□□□□ Message	13	None	1 standard action	30 minutes	Medium (130 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 3 creatures		<i>Caster Level:</i> 3		
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 3		
□□□□□ Prestidigitation	13	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 3		
□□□□□ Ray of Frost	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 3		
□□□□□ Read Magic	13	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Touch of Fatigue	13	Fortitude negates	1 standard action	3 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Comprehend Languages	14	None	1 standard action	30 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Identify	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object		<i>Caster Level:</i> 3		
□□□□□ Mage Armor	14	Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Magic Missile	14	None	1 standard action	Instantaneous	Medium (130 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 2 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 3		
□□□□□ Protection from Chaos	14	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Shield	14	None	1 standard action	3 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Shocking Grasp	14	None	1 standard	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf

\* =Domain/Specialty Spell

## Wizard Spells

LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Effect: Touch delivers 3d6 electricity damage. ☐☐☐☐☐ True Casting	14	None	1 standard action	One spell	Personal	V, S	No	Divination [Insight]	Custom: SpellsT-Z.rtf
Effect: Your next single spell [if it is cast before the end of the next round] gains a +10 insight bonus on any caster level check made to overcome spell resistance.					Target: You			Caster Level: 3	
Effect: Subject gains +4 to Str for 3 minutes. ☐☐☐☐☐ Bull's Strength	15	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 3 minutes. ☐☐☐☐☐ Mirror Image	15	None	1 standard action	3 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: Creates decoy duplicates of you [1d4 +1, max 8].					Target: You			Caster Level: 3	

\* =Domain/Speciality Spell

## Spellbook: Spellbook (Wizard's/Blank)

### Wizard

#### Level 0

- Acid Splash (DC:13)
- Arcane Mark (DC:13)
- Dancing Lights (DC:13)
- Daze (DC:13)
- Detect Magic (DC:13)
- Detect Poison (DC:13)
- Disrupt Undead (DC:13)
- Flare (DC:13)
- Ghost Sound (DC:13)
- Light (DC:13)
- Mage Hand (DC:13)
- Mending (DC:13)
- Message (DC:13)
- Open/Close (DC:13)
- Prestidigitation (DC:13)
- Ray of Frost (DC:13)
- Read Magic (DC:13)
- Resistance (DC:13)
- Touch of Fatigue (DC:13)

#### Level 1

- Comprehend Languages (DC:14)
- Identify (DC:14)
- Mage Armor (DC:14)
- Magic Missile (DC:14)
- Protection from Chaos (DC:14)
- Shield (DC:14)
- Shocking Grasp (DC:14)
- True Casting (DC:14)

#### Level 2

- Bull's Strength (DC:15)
- Mirror Image (DC:15)

## Spellbook: Prepared Spells

### Wizard

#### Level 0

- Detect Magic (DC:13)
- Prestidigitation (DC:13)
- Resistance (DC:13)

#### Level 1

- Magic Missile (DC:14)

#### Level 2

- Bull's Strength (DC:15)
- Mirror Image (DC:15)

# Ras Suladir



Kobold
RACE
9
AGE
Male
GENDER
Darkvision (60')
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
3' 2"
HEIGHT
28 lbs.
WEIGHT
Amber
EYE COLOUR
Scales
SKIN COLOUR
NA, NA
HAIR
Dragons, being "weak"
PHOBIAS
?
PERSONALITY TRAITS
Magic, Spirits, Magical Items, Spells, Unlife, Constructs
INTERESTS
Hisses, lizard-like, stoic, emotionless, quiet, raspily forced, Powerful magicsssss yesss...
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

## Description:

Ras wears a simple outfit being the explorer's garb from the PHB. He carries a quarterstaff sized appropriately for his smaller stature. He also has a sack filled with goods at one end, he typically has it tied in a knot and slung over his shoulder hung from his quarterstaff, Tom Sawyer style. He has a disheveled nappy wide brimmed hat with a tall pointy tip, it has a dinged metal buckle around the tapered base of the hat, making it resemble a slightly nappy pilgrim or wide brimmed wizards hat.

## Biography:

Ras was the smallest of his clutch. He was by far the weakest of his clutchmate. What he lacked by even kobold standards, he was granted exceptionally in the areas of mental faculties. He was the brightest of his clutch and brighter than several clutches before him according to the elders. He survived by quick wit, cunning and intelligent planning relying on his strengths instead of his weaker physical assets. He studied under one of the elders in his tribe/clan mastering the first circle of knowledge within the discipline of wizardry in record time. He has little tying him to his tribe or clan and has ventured forth to further himself and advance his knowledge of the arts arcane.

Ras also suffers from poor self-confidence and constantly has self-doubt about his capabilities with the arcane arts despite his endeavors or exceptional talents. Ras desperately fears being "weak", a side effect of his diminished physical attributes and his kobold nature; long being an oppressed/diminutive race. Being pragmatic he utilizes what magic he knows to gain power and self-confidence. Being lawful neutral, he see's nothing wrong with using darker magics to compliment and accent his weaker failings. As such he is a general wizard and is allowed access to any school of magic. Ras secretly worries about his weakness and being a kobold, the fact that he isn't as long lived as elves. He secretly wishes to study constructs and necromancy as a possible paths for lighedom or other avenues of unlife. To side step his shorter life span (comparatively) and as a possible path to power to compensate for the weaknesses he perceives in himself. He possesses a certain degree of moral ambiguity that allows him to not have any qualms about using "fire to fight fire", lacking the strength and might of larger species, he is not one to turn away from using a possible "tool" being pragmatic in his perverse quest to "compensate" or make up or to be as good as other classes or races.

## Notes:

### Character Sheet Notes:

Ras speaks three languages normally and has spent skill-points on 1 additional language. He speaks Draconic natively. He has chosen: Common, Undercommon, Terran as languages for his bonus languages based off his INT bonus. The language he has purchased using skill-points was: Infernal.

Ras should not get the bonuses from the Alertness Feat. As a character, he should gain Feats according to his \*class\*; per the SRD and MM.