

Gelfinien Glorfgrond

Character Name

Dragonfire Adept 12

CLASS

Player Name

Kobold (Variant) / Dragon

RACE

Deity

None

Region

None

Alignment

Neutral Good

12 (8)

0 / 78000

0

Female

Large / 10 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.), Low-Light Vision

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

39

+14

39

+14

DEX

Dexterity

12

+1

12

+1

CON

Constitution

29

+9

29

+9

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

14

+2

14

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+17

=

+8

+

+9

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+11

=

+8

+

+3

+

+0

+

+0

+

+0

+

HP

hit points

204

AC

armor class

28

:

27

:

13

=

10

+

6

+

0

+

1

+

-2

+

9

+

4

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+1

=

+1

+

+0

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/magic

SPEED

Walk 45 ft., Fly 60 ft., Swim 15 ft.(Good)

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Conditional Save Modifiers:
+1 bonus on saving throws against paralysis and sleep effects

MELEE

attack bonus

TOTAL

+18/+13

=

BASE ATTACK BONUS

+6/+1

+

STAT

+14

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

+3/-2

=

+6/+1

+

+1

+

-2

+

-2

+

0

+

GRAPPLE

attack bonus

+23/+18

=

+6/+1

+

+14

+

+3

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+18/+13	1d4+14	20/x2	10 ft.

Special Properties:

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	S	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+18/+18	1d6+14				

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	S	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13	1d6+7				

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+18	3d6+14				

*: 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
*Bracers of Armor +6		+6		+0	0
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th					
*Ring of Protection +4		+4		+0	0
This ring offers continual magical protection in the form of a deflection bonus of +4 to AC. Faint abjuration; CL 5th					

TOTAL SKILLPOINTS: 75		SKILLS			MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	1	=	1	
✓	Balance	DEX	1	=	1	
✓	Bluff	CHA	13	=	2 + 11	
✓	Climb	STR	14	=	14	
✓	Concentration	CON	24	=	9 + 15	
✓	Craft (Untrained)	INT	1	=	1	
✓	Diplomacy	CHA	2	=	2	
✓	Disguise	CHA	2	=	2	
✓	Disguise (Act in character)	CHA	4	=	2 + 2	
✓	Escape Artist	DEX	1	=	1	
✓	Forgery	INT	1	=	1	
✓	Gather Information	CHA	2	=	2	
✓	Heal	WIS	3	=	3	
✓	Hide	DEX	-7	=	1 + -8	
✓	Intimidate	CHA	17	=	2 + 15	
✓	Jump	STR	18	=	14 + 4	
✓	Knowledge (Untrained)	INT	1	=	1	
✓	Listen	WIS	6	=	3 + 3	
✓	Move Silently	DEX	1	=	1	
✓	Ride	DEX	1	=	1	
✓	Search	INT	4	=	1 + 3	
✓	Sense Motive	WIS	3	=	3	
	Spellcraft	INT	16	=	1 + 15	
	Spellcraft (Decipher spell on scroll)	INT	18	=	1 + 15 + 2	
✓	Spot	WIS	8	=	3 + 5	
✓	Survival	WIS	3	=	3	
✓	Swim	STR	22	=	14 + 8	
	Use Magic Device	CHA	17	=	2 + 15	
	Use Magic Device (Scroll)	CHA	19	=	2 + 15 + 2	
✓	Use Rope	DEX	1	=	1	
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Tail Club (Large)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	BP	L	20/x2	10 ft.
	To Hit	Dam			To Hit		
1H-P	+14/+9	2d6+14	2W-P-(OH)		+8/+3	2d6+14	
1H-O	+10/+5	2d6+7	2W-P-(OL)		+10/+5	2d6+14	
2H	+14/+9	2d6+21	2W-OH		+4	2d6+7	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Bracers of Armor +6	Equipped	1	1 / 36,000
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th			
Ring of Protection +4	Equipped	1	0 / 32,000
This ring offers continual magical protection in the form of a deflection bonus of +4 to AC. Faint abjuration; CL 5th			
Claw	Equipped	1	0 / 0
Bite	Equipped	1	0 / 0
Gore	Equipped	1	0 / 0
Dragon Spirit Cincture	Equipped	1	0 / 2,000
Pectoral of Maneuverability	Equipped	1	5 / 12,000
Tail Club (Large)	Carried	1	20 / 20
TOTAL WEIGHT CARRIED/VALUE		26 lbs.	82,020gp

WEIGHT ALLOWANCE			
Light	3733	Medium	7466
Light over head	11200	Lift off ground	22400
		Push / Drag	56000

MONEY	
Total= 0 gp [Unspent Funds = 480 gp]	

MAGIC	
Languages	
Common, Yip-yak	

Other Companions	
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Special Abilities	
+1 round	
+2 round	
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.	
Lose Spelllike Abilities	
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen	
Treat Greatpick as Martial.	

Special Attacks	
Acid Breath	[DM]
Breath weapon deals acid damage	
Breath Weapon +7d6/27 (Su)	[My]
At 1st level, you gain a breath weapon that you can use at will as a standard action. Each time you use your breath weapon, you can choose whether it takes the form of a 15-foot cone or a 30-foot line. This breath weapon deals 1d6 points of fire damage; a successful Reflex save (DC 10 + 1/2 your class level + your Con modifier) halves the damage. As you gain levels, your breath weapon's damage increases, as shown on Table 2-1. You are immune to the effect of your own breath weapon (but not to other breath weapons that produce similar effects, even those of other dragonfire adepts). At 10th level, your cone-shaped breath weapon's range doubles to 30 feet, and your line-shaped breath weapon's range doubles to 60 feet.	
Enduring Breath	[DM]
Breath weapon deals damage over 2 rounds	
Frost Breath	[DM]
Cone-shaped breath weapon deals cold damage	
Thunder Breath	[DM]
Cone-shaped breath weapon deals sonic damage	

Special Qualities	
Amphibious (Ex)	[MM]
Creature can breathe both air and water.	
Aquatic Subtype	[MM]
Aquatic creatures move in water without making Swim checks/ and breathe underwater	
Breath Effect	[DM]
At 2nd, 5th, 10th, 12th, 15th, and 20th level, you can select one of the breath effects in Table 2-2: Dragonfire Adept Breath Effects for which you meet the minimum level prerequisite. These breath effects can alter your breath weapon's damage type or area, or apply a condition to targets in place of damage. Each time you use your breath weapon, you can choose to apply any one breath effect that you know. The chosen effect either replaces the normal fire damage dealt by your breath weapon or replaces the standard area of your breath weapon. Some effects can be applied only to a cone-shaped breath weapon, and others only to a line-shaped breath weapon. You can't apply more than one breath effect to your breath weapon unless the effect specifically states otherwise. Also, you can't apply the same breath effect to your breath weapon in two consecutive rounds (though	

you still can use your normal fire breath weapon every round). See page 77 in Chapter 3: Draconic Magic for full descriptions of the breath effects.

Chilling Fog	[DM]
Create solid fog that deals cold damage.	
Damage Reduction (Ex)	[DM]
At 6th level, you gain damage reduction 2/magic. At 16th level, this improves to damage reduction 5/magic.	
Darkvision (Ex)	[PH]
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.	
Darkvision Vision (Ex)	[My]
You gain Darkvision 60'.	
Draconic Rite of Passage	[RDR]
The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.	
Dragonblood Subtype	[RDR]
If a race possesses the dragonblood subtype, it has a strong affinity to dragons- which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.	
Dragonkin (Ex)	[DM]
At 4th level, you gain a +4 competence bonus on Diplomacy checks made to influence the attitude of dragons or creatures of the dragonblood subtype (see page 4). You are treated as a dragon for the purpose of determining whether frightful presence can affect you.	
Dragonlike (Ex)	[My]
Your wings resemble a mot or butterfly.	
Dragontouched	[DM]
At 1st level, you gain Dragontouched (see page 18) as a bonus feat.	
Dragon Type	[MM]
Dragons eat/sleep/breathe. Dragons are Immune to magic sleep effects and paralysis effects.	
Endure Exposure	[DM]
Use endure elements as the spell; target gains immunity to your breath weapon.	
Murky-Eyed	[UA]
Your vision is obscured.	
Shaky	[UA]
You are relatively poor at ranged combat.	
Frightful Presence	[DM]
Make nearby creatures shaken.	
Invocations	[DM]
A dragonfire adept has a repertoire of attacks, defenses, and other abilities known as draconic invocations, which allow her to focus the draconic energy that suffuses her soul. A dragonfire adept can use any invocation she knows at will. A dragonfire adept's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. To avoid provoking such attacks, a dragonfire adept can use an invocation defensively by making a successful Concentration check. An invocation can be disrupted, just as a spell can be ruined during casting. If a dragonfire adept is hit by an attack while invoking, she is entitled to a Concentration check to successfully use the invocation, just as a spellcaster would be. Her invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A dragonfire adept's caster level with her invocations is equal to her class level. She can dismiss any invocation as a standard action, just as a wizard can dismiss a spell. If an invocation allows a saving throw, its DC is 10 + the equivalent spell level + the dragonfire adept's Cha modifier. Since spell-like abilities are not spells, a dragonfire adept cannot benefit from the Spell Focus feat or from draconic feats that let her convert or spend an arcane spell slot to produce some other effect. She can, however, benefit from the Ability Focus feat (MM 303), as well as from feats that emulate metamagic effects for spell-like abilities. The four grades of draconic invocations, in order of their relative power, are least, lesser, greater, and dark. A 1st-level dragonfire adept begins with knowledge of one least invocation, gaining access to more invocations and higher grades as she attains levels. At any level when a dragonfire adept learns a new invocation, she can also replace an invocation she already knows with another invocation of the same or lower grade. See Draconic Invocations, below, for a list of available invocations. Unlike other spell-like abilities, draconic invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency, above. Finally, just like warlocks (see Complete Arcane), dragonfire adepts can qualify for some prestige classes usually intended for spellcasters. For details, see the Dragonfire Adepts and Prestige Classes sidebar on page 24.	
Iron Vulnerability (Ex)	[My]

Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
Disguise Self (Sp)	[RDr]
Low-Light Vision (Ex)	[PH]
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.	
Magic Insight	[DM]
Detect magical auras; identify magic items.	
Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	
Reptilian Subtype	[MM]
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.	
Scales (Ex)	[DM]
At 2nd level, your skin becomes thick and scaly, granting you a +2 bonus to your natural armor. The scales can be of any color or metallic hue; they are often (but not always) of a draconic hue that matches your outlook and alignment. This bonus improves to +3 at 8th level, to +4 at 13th level, and to +5 at 18th level. If you already have a natural armor bonus, use the higher of the two values.	
Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Never Outnumbered	[CS]
When you use Intimidate to demoralize an opponent (PH 76), you can affect all enemies within 10 feet that can see you, rather than only a single enemy you threaten. Each enemy rolls a separate modified level check to oppose your Intimidate check, but the skill check otherwise works as normal.	
Swift Concentration	[CS]
You can maintain concentration on a spell or similar effect as a swift action.	
Summer's Caress (Su)	[My]
At will, spend a standard action and touch a creature. You remove all dazed, nauseated, fatigued, and exhausted conditions from the target. For indeed, this touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.	
Voidsense	[DM]
Gain blindsense 30 feet.	
Weapon and Armor Proficiency	[DM]
Dragonfire adepts are proficient with simple weapons, but not with armor or shields. Like arcane spellcasters, a dragonfire adept wearing armor or using a shield incurs a chance of arcane spell failure (all invocations have somatic components).	

Feats	
Ability Focus (Breath Weapon)	[UR]
Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.	
Clinging Breath	[Dr]
Breath deals extra damage 1 round later	
Dragonwrought	[RDr]
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.	
Entangling Exhalation	[RDr]
You can use your breath weapon to create an entangling mesh of energy. When you use your breath weapon, you can choose to enmesh all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds. If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.	
Flyby Attack	[EL]
When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.	

Lingering Breath	[Dr]
Breath remains as cloud for 1 round	
Rapid Breath	[SS]
You do not have to wait as long to reuse your breath weapon as you normally would. The required interval between uses of your breath weapon is reduced by 1 round. For instance, a dragon with this feat can use its breath weapon once every 1d4-1 rounds instead of every 1d4 rounds. If the 1d4-1 result is 0, the dragon can breathe again in the following round (but not twice in the same round). If the interval is a fixed period of time, such as once per hour, the interval is halved. Special: If you have multiple heads with breath weapons, all your breath weapons use the new interval.	
Dragonontouched	[Wizards of the Coast - Dragon Magic, p.18]
You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind. You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.	
Simple Weapon Proficiency	[Wizards of the Coast - Deities and Demigods, p.100]
You understand how to use all types of simple weapons in combat (see Table 7-5: Weapons, page 116, for a list of simple weapons). You make attack rolls with simple weapons normally.	
Track (Granted)	[PH]
You can follow the trails of creatures and characters across most types of terrain. To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Bite, Blowgun, Boulder, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Gore, Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike
Templates
Amphibious
Face 10
Half-Minotaur
Half-Ogre(Medium Or Smaller)
Reach 10
Unseelie Fey
Wild

☐Disguise Self

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Disguise Self	Illusion (Glamer) [Air Shugenja, Illusion Domain]	1 standard action	120 minutes [D]	Personal	PH:p.222

[V, S] **TARGET:** You; **EFFECT:** You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile [touch] or audible [sound] properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. [SR:No]

* =Domain/Speciality Spell

Gelfinien Glorfgrond

Kobold (Variant)

RACE	0
AGE	
GENDER	Female
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	Neutral Good
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: