

Riddywhipple

Male faerie dragon - CL3 - CR 2

Chaotic Good Dragon; Atheist

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	14	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+3	+1				
REFLEX (DEXTERITY)	+6 =	+3	+3				
WILL (WISDOM)	+10 =	+8	+2				

Immunity to Paralysis

Spell Resistance (13)

Immunity to Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19 =			+3	+2	+3		+1	+9

Touch AC	Flat-Footed AC
16	15

CM Bonus	BAB	Dexterity	Size	Misc
+5 =	+4	+3	-2	-

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+4	-1	+3	-2

19 vs. Trip

Base Attack	HP
+4	34

Initiative	Damage / Current HP
+3	

Speed
10 ft

Bite (Dragon, Faerie)

Main hand: +5, 1d3-1

Crit: x2

Main w/ offhand: -1, 1d3-1

Light, B/P/S

Main w/ light off.: +1, 1d3-1

Offhand: -3, 1d3-1

Unarmed strike

Main hand: +5, 1 nonlethal

Crit: x2

Main w/ offhand: -1, 1 nonlethal

Light, B, Nonlethal

Main w/ light off.: +1, 1

nonlethal

Offhand: -3, 1 nonlethal

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	3	
Speed greater/less than 30 ft. : -16 to jump				
Appraise	+9	INT (5)	(1)	
Bluff	+9	CHA (3)	3	
Climb	+3	DEX (3)	-	
Craft (tattoo)	+7	INT (5)	(1)	
Diplomacy	+9	CHA (3)	3	
Disable Device	+10	DEX (3)	(9)	
Disguise	+3	CHA (3)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+23	DEX (3)	3	
Heal	+6	WIS (2)	1	
Intimidate	+7	CHA (3)	(1)	
Knowledge (arcana)	+11	INT (5)	(3)	
Knowledge (dungeoneering)	+9	INT (5)	1	
Knowledge (engineering)	+9	INT (5)	1	
Knowledge (geography)	+9	INT (5)	1	
Knowledge (history)	+9	INT (5)	1	
Knowledge (local)	+9	INT (5)	(1)	
Knowledge (nature)	+9	INT (5)	(1)	
Knowledge (nobility)	+9	INT (5)	1	
Knowledge (planes)	+9	INT (5)	(1)	
Knowledge (religion)	+11	INT (5)	(3)	
Linguistics	+9	INT (5)	(1)	
Perception	+14	WIS (2)	(9)	
Ride	+3	DEX (3)	-	
Sense Motive	+14	WIS (2)	(9)	
Sleight of Hand	+4	DEX (3)	(1)	
Spellcraft	+9	INT (5)	(1)	
Stealth	+20	DEX (3)	(6)	
Survival	+6	WIS (2)	(1)	
Swim	+17	DEX (3)	3	
Use Magic Device	+9	CHA (3)	3	

Feats

Acrobatic

You get a +2 bonus on all Acrobatics checks and Fly checks.

Dodge

+1 AC.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Special Abilities

Acrobatics (Jump) -8 (Ex)

You gain the specified bonus to acrobatics checks made to jump.

Breath Weapon (DC 12) (Su)

5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4

Gear

Total Weight Carried: 0/67.5 lbs, Encumbrance Ignored

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

Wand of cure light wounds (42 charges)

Wand of mirror image (9 charges)

Special Abilities

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Flight (60 feet, Perfect)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

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.

Swimming (30 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a

Telepathy (100 feet) (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining

Spell-Like Abilities

Invisibility, Greater (self only, 3/day)

Tracked Resources

Wand of cure light wounds (42 charges)

Wand of mirror image (9 charges)

Languages

Aklo	Elven
Common	Gnome
Common	Sylvan
Draconic	

Spells & Powers

Sorcerer spells known (CL 3rd; concentration +6)

Melee Touch +5 Ranged Touch +9

1st (6/day)—*crafter's fortune*^{APG} (DC 14), *silent image* (DC 14), *vanish*^{APG} (DC 14)

0th (at will)—*detect magic*, *ghost sound* (DC 13), *mage hand*, *open/close* (DC 13), *prestidigitation*

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -16 to jump

Experience & Wealth

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

Sourcebooks Used

- **Advanced Player's Guide** - Crafter's Fortune (spell); Vanish (spell)
- **Bestiary 3** - Dragon, Faerie (race)

Riddywhipple – Abilities & Gear

Acrobatic

Feat

You are skilled at leaping, jumping, and flying.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Dodge

Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Acrobatics (Jump) -8 (Ex)

Racial Ability

You gain the specified bonus to acrobatics checks made to jump.

Breath Weapon (DC 12) (Su)

Racial Ability (Dragon, Faerie)

5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Darkvision (60 feet)

Racial Ability,Senses (Dragon)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Flight (60 feet, Perfect)

Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Immunity to Paralysis

Unknown

You are immune to paralysis.

Immunity to Sleep

Unknown

You are immune to sleep effects.

Improved Evasion (Ex)

Racial Ability (Master)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

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.

Spell Resistance (13)

Unknown

You have Spell Resistance.

Swimming (30 feet)

Unknown

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Telepathy (100 feet) (Su)

Unknown

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Wand of cure light wounds (42 charges)

Wand

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of mirror image (9 charges)

Wand

Mirror Image

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Riddywhipple – Spells

Detect Magic Racial 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Ghost Sound Racial 0

School: Illusion (Figment)
Components: V, S, M (a bit of wool or a small lump of wax)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Save: DC 13 Will disbelief
Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Mage Hand Racial 0

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Open/Close Racial 0

School: Transmutation
Components: V, S, F (a brass key)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Object weighing up to 30 lbs. or portal that can be opened or closed
Duration: Instantaneous
Save: DC 13 Will negates (object)
Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Riddywhipple – Spells

Prestidigitation Racial 0 Vanish Racial 1

School: Universal
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Crafter's Fortune Racial 1

School: Transmutation
Components: V, S, F (a tool)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: 1 day/level or until discharged (D)
Save: DC 14 Will negates (harmless)
Resistance: Yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

Appears in: Advanced Player's Guide

Silent Image Racial 1

School: Illusion (Figment)
Components: V, S, F (a bit of fleece)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration
Save: DC 14 Will disbelief (if interacted with)
Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

School: Illusion (Glamer)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (up to 5 rounds) (D)
Save: DC 14 Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the subject attacks any creature.

Invisibility

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Appears in: Advanced Player's Guide