Kor-Dukan

Player: Scott
CG Male kobold dragon scholar sorcerer 1
Chaotic, Good, Humanoid, Kobold
Age: 22; **Height: 4'**; **Weight: 82 lb.**; **Eyes: Gold**; **Hair: None**;
Skin: **Light Blue**
Speed: 25 ft., Languages: Common, Draconic

Hit Points	Focus Points	Hero Points
12	1	3
		1

Str	Dex	Con	Int	Wis	Cha	
+0	+3	+0	+0	+2	+4	10 Str 16 Dex 10 Con 10 Int 14 Wis 18 Cha

PERCEPTION	+5 T	=	+3 Base +2 Wis +0 Misc
FORTITUDE	+3 T	=	+3 Base +0 Con +0 Misc
REFLEX	+6 T	=	+3 Base +3 Dex +0 Misc
WILL	+7 E	=	+5 Base +2 Wis +0 Misc
AC	16 T	=	+13 Base +3 Dex +0 Misc

Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: –, Speed: –

Traits: comfort, comfort

Unarmored defense (Trained)

AC: +0, Max Dex: –, Armor Check: –, Speed: –

Activated Abilities & Adjustments

Component Substitution

Crossbow (Trained)

Ranged (120 ft.) **: +6/+1/-4** (1d8 P, Crit ×2)

Traits:

Special Abilities

Blood Magic (Draconic)
   When casting bloodline spell, you or a target gains +1 status to AC for 1r.
Darkvision
   See in darkness and dim light.
Spellscale Kobold
   Choose one cantrip from the arcane spell list (*Core Rulebook* 307). You can Cast this Spell as an arcane innate spell at will

Feats

Kobold Breath (1d4 E, 30-ft. line, DC 17)   [Ancestry Feats
   Gain breath attack based on your draconic exemplar
Intimidating Glare
   You can use Demoralize with no penalty when a creature doesn't understand your language.

Spells

Sorcerer spells known (DC 34, attack +14)
1st (3/day)—*horizon thunder sphere^SoM*, *shocking grasp*, *true strike*
Cantrip (at will)—*detect magic*, *electric arc*, *mage hand*, *prestidigitation*, *shield*

Skills

	+6 T	Acrobatics Dex
	+3 T	Arcana Int
	+0 U	Athletics Str
	+0 U	Crafting Int
	+7 T	Deception Cha
	+7 T	Diplomacy Cha
	+3 T	Dragon Lore Int
	+7 T	Intimidation Cha
	+2 U	Medicine Wis
	+2 U	Nature Wis
	+0 U	Occultism Int
	+4 U	Performance Cha
	+2 U	Religion Wis
	+0 U	Society Int
	+3 U	Stealth Dex
	+2 U	Survival Wis
	+3 U	Thievery Dex

Spells

Spellscale Kobold Cantrip spells known (DC 34, attack +14)
Cantrip (at will)—*electric arc*

Focus Spells

Dragon Claws (1st)

Weapon Proficiencies

Tracked Resources

Bolts	20

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 1.4, Unencumbered

Backpack *<Holds: 65 @ 0.5 blk>*	-
Bedroll *<In: Backpack>*	L
Belt pouch *<Holds: 1 @ 0 blk>*	-
Bolts x20	0.2
Chalk x10 *<In: Backpack>*	-
Crossbow	1
Explorer's clothing	L
Flint and steel *<In: Backpack>*	-
Material component pouch	L
Money *<In: Belt pouch>*	-
Rations (1 week) x2 *<In: Backpack>*	0.2
Rope (foot) x50 *<In: Backpack>*	L
Waterskin *<In: Backpack>*	L

Background

Kor-Dukan is a descendant of the great Cloud Dragon Zanembis. He has travelled to Isger after hearing rumors that dragons are active in the area. He s

Experience & Wealth

Career Experience Points: **0** (0/0 to 2nd)
Current Cash: **9 gp, 7 sp, 3 cp**

Intimidating Glare   (Background Selection, Feat)

Traits: General, Skill
Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Kobold Breath (1d4 E, 30-ft. line, DC 17) (Ancestry Feats Selection, Feat)

Traits: Arcane, Evocation, Kobold
[2 actions]

You channel your draconic exemplar's power into a gout of energy that manifests as a 30-foot line or a 15-foot cone, dealing 1d4 damage. Each creature in the area must attempt a basic saving throw against the higher of your class DC or spell DC. You can't use this ability again for 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d4. The shape of the breath, the damage type, and the saving throw match those of your draconic exemplar (see Table 1–1). This ability has the trait associated with the type of damage it deals.

Appears In: Advanced Player's Guide

Blood Magic (Draconic)   (Sorcerer Bloodline)

Whenever you cast a bloodline spell using Focus Points or a granted spell from your bloodline using a spell slot, you gain a blood magic effect. If the blood magic offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell level refer to the level of the spell you cast.

Draconic
Draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

Darkvision   (Kobold, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Spellscale Kobold   (Ancestry Heritage Selection)

Traits: Kobold

A trace of draconic magic flows through your veins. Choose one cantrip from the arcane spell list (*Core Rulebook* 307). You can Cast this Spell as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You gain the trained proficiency rank in arcane spell attack rolls and spell DCs, and your key spellcasting ability is Charisma.

Appears In: Advanced Player's Guide

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Weapon Traits

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Electric Arc   Cantrip 1

Arcane, Cantrip, Electricity, Evocation
Traditions Arcane
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 or 2 creatures
Saving Throw basic Reflex

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 or 2 creatures
Damage 1d4+4 E
Saving Throw DC 17 basic Reflex

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

Heightened (+1) The damage increases by 1d4.

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Dragon Claws   Focus 1

Uncommon, Morph, Sorcerer, Transmutation
Traditions Arcane
Cast [1 action] verbal
Duration 1 minute

In-Play Information

Cast [1 action] verbal
Duration 1 minute

Blood Magic (Draconic): When casting bloodline spell, you or a target gains +1 status to AC for 1r.

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Vicious claws grow from your fingers. They are finesse unarmed attacks that deal 1d4 slashing damage and 1d6 extra damage of a type determined by the dragon in your bloodline (see the table in *dragon breath*). Your scales from blood magic glow with faint energy, giving you resistance 5 to the same damage type.

Heightened (5th) The extra damage increases to 2d6, and the resistance increases to 10.
Heightened (9th) The extra damage increases to 3d6, and the resistance increases to 15.

Detect Magic   Cantrip 1

Arcane, Cantrip, Detection, Divination
Traditions Arcane
Cast [2 actions] somatic, verbal
Area 30-foot emanation

In-Play Information

Cast [2 actions] somatic, verbal
Area 30-foot emanation

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.
Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Electric Arc   Cantrip 1

Arcane, Cantrip, Electricity, Evocation
Traditions Arcane
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 or 2 creatures
Saving Throw basic Reflex

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 or 2 creatures
Damage 1d4+4 E
Saving Throw DC 17 basic Reflex

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

Heightened (+1) The damage increases by 1d4.

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Mage Hand   Cantrip 1

Arcane, Cantrip, Evocation
Traditions Arcane
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 unattended object of light Bulk or less
Duration sustained

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 unattended object of light Bulk or less
Duration sustained

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.
Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.
Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

Prestidigitation   Cantrip 1

Arcane, Cantrip, Evocation
Traditions Arcane
Cast [2 actions] somatic, verbal
Range 10 feet
Targets 1 object (cook, lift, or tidy only)
Duration sustained

In-Play Information

Cast [2 actions] somatic, verbal
Range 10 feet
Targets 1 object (cook, lift, or tidy only)
Duration sustained

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

• **Cook** Cool, warm, or flavor 1 pound of nonliving material.
• **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
• **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
• **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Shield	Cantrip 1

Abjuration, Arcane, Cantrip, Force
Traditions Arcane
Cast [1 action] verbal
Duration until the start of your next turn

In-Play Information

Cast [1 action] verbal
Duration until the start of your next turn

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.
Heightened (5th) The shield has Hardness 15.
Heightened (7th) The shield has Hardness 20.
Heightened (9th) The shield has Hardness 25.

Shield Actions
The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]
Trigger While you have your shield raised, you take damage from a physical attack.
You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Horizon Thunder Sphere	Spell 1

Arcane, Attack, Electricity, Evocation
Traditions Arcane
Cast [2 actions] to 2 rounds
Range varies
Targets 1 creature

In-Play Information

Cast [2 actions] to 2 rounds
Range varies
Targets 1 creature
Ranged Strikes +7 / +2 / -3
Ranged Damage 3d6 E
Ranged Crit Damage ×2
Saving Throw DC 17

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Ranged Attack
•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)
•**Ability Bonus** (4): Charisma 18 (+4)

You gather magical energy into your palm, forming a concentrated ball of electricity that crackles and rumbles like impossibly distant thunder. Make a ranged spell attack roll against your target's AC. On a success, you deal 3d6 electricity damage. On a critical success, the target takes double damage and is dazzled for 1 round. The number of actions you spend when Casting this Spell determines the range and other parameters.

[2 actions] **(somatic, verbal)** This spell has a range of 30 feet.

[3 actions] **(material, somatic, verbal)** This spell has a range of 60 feet and deals half damage on a failure (but not a critical failure) as the electricity lashes out and jolts the target.

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, after attacking the target, whether you hit or miss, the ball of lightning explodes, dealing 2d6 electricity damage to all other creatures in a 10-foot emanation around the target (basic Reflex save). Additionally, you spark with electricity for 1 minute, dealing 1 electricity damage to creatures that Grab you or that hit you with an unarmed Strike or a non-reach melee weapon.

Heightened (+1) The initial damage on a hit, as well as the burst damage for two-round casting time, each increase by 2d6, and the damage creatures take if they Grapple or hit you while you're in your sparking state increases by 1.

Appears in Secrets of Magic

Shocking Grasp   Spell 1

Arcane, Attack, Electricity, Evocation
Traditions Arcane
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature

In-Play Information

Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature
Melee Strikes +7 / +2 / -3
Melee Damage 2d12 E
Melee Crit Damage ×2

Situational bonuses and penalties
Spell Effect: +1 circ bonus to hit targets wearing or made or metal, and add 1d4 pers E

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Melee Attack
•**Proficiency Bonus** (+3): Character Level (+1), Trained (+2)
•**Ability Bonus** (4): Charisma 18 (+4)

        You shroud your hands in a crackling field of lightning. Make a melee spell attack roll. On a hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with   *shocking grasp*, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

        Heightened (+1) The damage increases by 1d12, and the persistent electricity damage increases by 1.

True Strike   Spell 1

Arcane, Divination, Fortune
Traditions Arcane
Cast [1 action] verbal
Duration until the end of your turn

In-Play Information

Cast [1 action] verbal
Duration until the end of your turn

Blood Magic (Draconic): When casting bloodline spell, you or a target gains +1 status to AC for 1r.

Calculation Breakdown:
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

        A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.