

VINCENZO D'LUCIO (aka VINNY)

Male Human Martial Rogue 1 / Transmuter 6 / Swiftblade 1

N Medium Humanoid (human)

Init +3; **Senses** Listen +10, Spot +9

Languages Cliffspeak, Draconic, Elven (B), Novarese, Ticin

AC 19, touch 13, flat-footed 15; Dodge, Mobility, Swift Surge

hp 36 (7HD)

Fort +4, **Ref** +10, **Will** +11

Speed 30 ft. (6 squares)

Melee +1 rapier +8 (1d6+3/18-20/x2)

Melee dagger +7 (1d4+2/19-20/x2)

Ranged light crossbow +8 (1d8/19-20/x2)

Ranged dagger (thrown) +8 (1d4+2/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Prepared Wizard Spells (CL 6)

3rd – *dispel magic*, *dolorous blow*, *haste* (DC 16), *hold person* (DC 16)

2nd – *blur* (DC 15), *cat's grace* (DC 15), *discern shapechanger*, *electric loop* (DC 15), *mirror image*

1st – *accelerated movement*, *ice dagger*, *magic missile* (x2), *nightshield*

0th – *detect magic*, *light*, *lock/unlock*, *ray of frost*, *silent portal* (DC 13)

Abilities Str 14 (+2), Dex 17 (+3), Con 14 (+2), Int 17 (+3), Wis 18 (+4), Cha 14 (+2)

Special Qualities +2 bonus to Spellcraft when learning Transmutation, Trapfinding, Bonus Languages, Bonus Wizard Feats, Familiar, Human Racial Traits, Scribe Scroll, Spells and Spellbooks, Spring Attack, Swift Surge (+1/+0 ft.), Weapon and Armour Proficiency

Feats Combat Casting, Dodge, Item Familiar, Mobility, Scribe Scroll, Spring Attack (B), Skill Focus (Tumble)

Skills Appraise +3, Balance +6, Bluff +2, Climb +2, Concentration +11, Concentration (cast defensively) +15, Craft (Jewellery) +4, Diplomacy +3, Disable Device +5, Disguise +2, Escape Artist +4, Forgery +3, Gather Information +3, Heal +4, Hide +7, Intimidate +2, Jump +5, Knowledge (Arcana) +6, Knowledge (Architecture and Engineering) +4, Knowledge (Dungeoneering) +4, Knowledge (Geography) +4, Knowledge (History) +4, Knowledge (Local) +5, Knowledge (Nobility and Royalty) +4, Knowledge (The Planes) +4, Listen +10, Move Silently +9, Open Lock +9, Ride +3, Search +7, Sense Motive +7, Sleight of Hand +4, Spellcraft +9, Spot +9, Survival +4, Swim +3, Tumble +10, Use Magic Device +3, Use Magic Device (scroll) +5, Use Rope +5

Possessions +1 mithral chain shirt; +1 rapier; light crossbow [bolts (x10)]; Vinny's spellbook

Vinny's Spellbook 0th – *amanuensis* (DC 13), *dancing lights*, *detect magic*, *light*, *mage hand*, *mending* (DC 13), *message*, *open/close* (DC 13), *prestidigitation* (DC 13), *ray of frost*, *read magic*, *resistance* (DC 13), *silent portal* (DC 13), *sonic snap* (DC 13), **stick* (DC 13)

1st – *accelerated movement*, *colour spray* (DC 14), *critical strike*, *cutting hand*, *ebon eyes*, *ectoplasmic armour* (DC 14), *ice dagger*, *identify*, *jump* (DC 14), *low-light vision* (DC 14), *mage hand*, *greater* (DC 14), *magic missile*, *nightshield*, *shieldbearer*, *shocking grasp*, *swift expeditious retreat*

2nd – *alter self*, *balancing lorecall*, *bear's endurance* (DC 15), *blur* (DC 15), *bull's strength* (DC 15), *burning sword*, *cat's grace* (DC 15), *chain of eyes* (DC 15), *combust* (DC 15), *discern shapechanger*, *electric loop* (DC 15), *ethereal chamber* (DC 15), *flaming sphere* (DC 15), *fox's cunning* (DC 15), *knock*, *levitate*, *mirror image*, *owl's wisdom* (DC 15), *resist energy* (DC 15), *see invisibility*, *sting ray* (DC 15), **wraithstrike*

3rd – dispel magic, dolorous blow, *haste (DC 16), hold person (DC 16), tongues (DC 16), wind wall

Bonus Languages A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Bonus Wizard Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Familiar A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Item Familiar Choose a permanent magic item that you possess. You establish a link to that magic item, and the item improves in capability as you gain levels. By establishing a link to a particular item, you enable that item to gain power as you gain levels. The exact nature of the item and the powers are described in the following text.

Special If you ever lose the chosen item (have it removed from your possession for a continuous period of more than one day per level) or if the item is destroyed, you automatically lose 200 XP per level as well as all benefits derived from possessing the linked item (plus any resources you put into the item). If you recover the item, you regain these XP. You may replace a lost or destroyed item familiar after you have advanced one level, as if you were gaining an item familiar for the first time.

Scribe Scroll At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Spells A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below). To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score. Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Spellbooks A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

Spring Attack You gain Spring Attack (see p. 100 of the PHB) as a bonus feat. If you already have Spring Attack, choose a different feat for which you do meet the prerequisites.

Swift Surge (Ex) Your body is augmented with the residual energy of previous *haste* castings. You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. At 7th level, these bonuses increase to +2. At 4th level, you gain a +10 foot enhancement bonus to all of your modes of movement and deal an extra 1d6 points of damage during any round in which you move at least 10 feet. At 10th level, this bonus increases to +20 feet and an extra 2d6 points of damage during any round in which you move at least 20 feet. These bonuses stack with the bonuses gained from the *haste* spell and skirmish ability.

Trapfinding Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Weapon and Armour Proficiency Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armour, but not with shields.

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armour or shield. Armour of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.