

# SNICKERZ

**KOBOLD WIZARD** 2nd Level



<b>10 STR</b>	<b>15 DEX</b>	<b>12 CON</b>
+0	+3	+1
<b>19 INT</b>	<b>13 WIS</b>	<b>14 CHA</b>
+4	+1	+2
+2 Proficiency	20' Speed	
+6 INT saving throw	+5 CON saving throw	

## ABILITIES

### Darkvision

**Trap Sense**  
Snickerz gets advantage when looking for and disarming traps.

**Slip Away**  
Snickerz can hide as an action, even if currently observed.

## SKILLS

Stealth +5  
Arcana +6  
Insight +6

**Trap Expert**  
If Snickerz has a full turn to set up an action while hidden, his next spell or attack is at Advantage.

## SPELLS

*Descriptions on back*

### CANTRIPS

*Cast these spells as often as you like*

**Mage Hand**  
**Prestidigitation**  
**Shocking Grasp**

### 1ST LEVEL

*Cast a spell from this list 3 times/day*

**Disguise Self**  
**Mage Armor**  
**Magic Missile**  
**Thunderwave**

<b>STILETTO</b>	<b>+5</b> to hit	<b>1d4+3</b> to damage
<b>BITE</b>	<b>+2</b> to hit	<b>1d4</b> to damage



## EQUIPMENT

Large mostly empty spell book, ink, 3 quills, 12 sheets of fine vellum, small notebooks, cloak, bed roll, magnifying glass, large pouch with many pockets for spell components (including: 3 dried scorpions, 2 snowy owl feathers, 13 twigs harvested from a tree struck by lightning, a strange sticky liquid, 4 types of blue lichen, a spool of thin silver wire, a tiny box of hard sugar candy, rat whiskers, a shard of blue rock that just might be a blue dragon scale, a clump of old batwings... etc.)

## TREASURE

40 Gold

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Snickerz is destined for greatness. Of this he is sure. An oft-repeated example is his claim to have proof he is no simple Kobold but a pre-winged juvenile Blue Dragon just waiting to transform. Snickerz is a great and loyal friend to those he deems to have “Great Destiny.” And he doesn’t have much time for humans with less epic bearing.

Just three months ago, he was passed over for a position as a Junior Associate Apprentice Wizard at the Black Tower school of magic. Even though he scored the highest in his class and ranked first place in the exams, he was sidelined by a group of mediocre humans. Laughed into the street, he has only begun to strategize his revenge on the Black Tower.

**PERSONALITY TRAIT:** *“I am a mighty Archmage! Prepare to be dazzled!”*

**IDEAL:** *“In my heart beats the blood of the mightiest dragons. One day I’ll show them!”*

**BOND:** *“We are brought together by our great destiny!”*

**FLAW:** *“I’m so jealous of those lazy apprentice wizards! I could be so much better than them!”*

## SPELLS & CANTRIPS

**MAGE HAND** Snickerz evokes a small invisible floating hand that can move 10 feet away and lift 10 pounds.

**PRESTIDIGITATION** Create minor magical effects like card tricks or producing a small flame.

**SHOCKING GRASP** Roll to hit a target with a +6. If Snickerz hits, the attack does 1d8 lightning damage, and he automatically gets to use his “Slip Away” ability.

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**1st Level Spells** **DISGUISE SELF** For the next hour, Snickerz can appear like any humanoid of roughly his same size (gnomes, goblins and halflings etc.).

**MAGE ARMOR** Snickerz armor class increases to 16 for the next 8 hours.

**MAGIC MISSILE** Snickerz flings three magical darts at an opponent that automatically hit. Each dart does 1d4+1 damage.

**THUNDERWAVE** Everyone within 15 feet in front of Snickerz gets hit with a booming wave of sound. Your targets must roll a Dexterity saving throw of 14 or higher or take 2d8 damage and be knocked back 10 feet. A successful saving throw takes half damage and isn’t knocked back.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency		Speed
Saving throw		Saving throw

**ABILITIES**

**SKILLS**

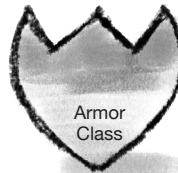
**SPELLS**

to hit

to damage

to hit

to damage



Armor  
Class



Hit  
Points

**EQUIPMENT**

**TREASURE**

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

