

Trinno

Kobold wilder 1

CN Small humanoid (psionic, reptilian)

Init +3; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 11 (1d8[start]+3) [Currently 11 hp]

Fort +0, Ref +2, Will +1

Weaknesses light sensitivity, psychic enervation

OFFENSE

Speed 30 ft.

Melee short sword -5 (1d4-1)

Ranged surge blast +2 touch (1d6 force)

Special Attacks wild surge +1

Wilder Powers Known (ML 1st, concentration +5, 5 points/day) [Currently 1 point]

1st (1 point) - mind thrust (DC 14)

0 (talent, 1 point) - missive

STATISTICS

Str 8, Dex 14, Con 10, Int 8, Wis 8, Cha 16

BAB +0; CMB -2; CMD 10

Feats Psionic Talent, Toughness

Traits Arcane Temper (+1 bonus to concentration/init checks), Free Spirit (Add 2 for determining Intimidate checks, +1 against language-dependent/sonic)

Skills Bluff +8, Diplomacy +8, Linguistics +0

Languages Common, Draconic

SQ echo whistler, psionic focus, surge bond (free)

Equipment chain shirt, backpack