

# G'Mork

Male Pseudodragon 1

## STATS

Age	
Alignment	NG
Deity	
Initiative	+2 Dex
Languages	Common, Draconic, Auran, Celestial, Sylvan
Senses	Perception +9 (Darkvision 60, Low Light Vision)
Size / Type	Tiny Dragon
Speed	15 Land, 30 Fly (Good)

## ATTRIBUTES

STR	11	(+0)
DEX	14	(+2)
CON	16	(+3)
INT	17	(+3)
WIS	21	(+5)
CHA	9	(-1)

## OFFENSE

BAB +1

### *Bite*

Attack	1d20+3	+1 BAB +0 Str +2 Size
Damage	1d2	

### *Sting*

Attack	1d20+3	+1 BAB +0 Str +2 Size
Damage	1d2	

## DEFENSE

HD 15 1d12 + 3 Con/Level

AC 16 10 + 2 Natural +2 Dex +2 Size

Touch 14

Flat-Foot 14

CMB -1 +1 BAB +0 Str -2 Size

CMD 11 10 Base +1 BAB +0 Str +2 Dex -2 Size

## SAVES

Fort +5 +2 Base +3 Con

Ref +4 +2 Base +2 Dex

Will +7 +2 Base +5 Wis

## Notes

- Immune to Paralysis & Sleep Effects
- Spell Resistance of 10 + Hit Dice

## SKILLS

10	6 Base + 3 Int + 1 Favoured	
Appraise	+7	+1 Rank +3 Class +3 Int
Bluff	+7	+1 Rank +3 Class +3 Int
Diplomacy	+7	+1 Rank +3 Class +3 Int
Fly	+10	+2 Dex +8 Racial
Heal	+9	+1 Rank +3 Class +5 Wis
Kn Arcana	+7	+1 Rank +3 Class +3 Int
Kn Nature	+7	+1 Rank +3 Class +3 Int
Perception	+9	+1 Rank +3 Class +5 Wis
Sense Motive	+9	+1 Rank +3 Class +5 Wis
Spellcraft	+7	+1 Rank +3 Class +3 Int
Stealth	+10	+2 Dex +8 Size
Survival	+9	+1 Rank +3 Class +5 Wis

## FEATS

Toughness? Improved Initiative? Weapon Focus? Not sure. Not a whole lot to start with here. (Level 1)  
Maybe Light Armour Proficiency?

## TRAITS

Magical Knack (Magic) - Your caster level (in either Sorcerer or Cleric, whichever one you end up picking) gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Student of Philosophy (Social) - You can use Intelligence instead of Charisma when making Bluff checks to convince others that a lie is true, or making Diplomacy checks to persuade others. You still use Charisma for gathering information or feinting in combat.

## EQUIPMENT

300gp

## SPECIAL ABILITIES

Proficiencies - A pseudodragon is proficient with its natural weapons. It is not proficient with any kind of armor or shield.

Telepathy - Starting at 1st level, a pseudodragon can mentally communicate with any other creature within a 60 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.

## LEVELING PROGRESSION

Next level will be a different class. At some point I'll take the second level of Pseudodragon but I don't want to wait too long to get "some" spells since they'll be the bulk of what I can do in combat as a character (as I'll be worthless at direct confrontation).

- Inquisitor would have good skills/spells, but I'd lose out on some of the face stuff and I've never been a fan of teamwork feats.
- Magus is a bit too frontline focused.
- Alchemist requires creating things which I don't really have hands for.
- Druid gets a lot of versatility, but I wouldn't use Wild Shape or Empathy or Trackless Step or anything like that.
- Witch doesn't feel suuuuper thematic for a pseudodragon and I don't really want a familiar, either.
- **Cleric** gets spells and channel, which would be useful for support. Domains could be neat, too. Air, Knowledge, Weather
- **Sorcerer (Emperyal)** would give spells, obviously. Lots of them. Bloodline would be similar to a sorcerer/cleric kind of character.

I'll decide on which one to go with based on the makeup of the rest of the party, if I am chosen.

## BACKGROUND

Since I'm intending to play as another character's familiar, I don't want to write too much, and would rather work it out with one of the other selected players. In the event that no one wants a dragon familiar, my previous "owner" will have died during the exodus to this new world.

Though likely seen as harmless and playful, being roughly the size of a cat and with a similar disposition, it's mostly a cover for G'mork. A creature which has survived for hundreds of years by being cautious, G'mork will keep his knowledge hidden from those he's unsure he can trust. Early vocalisation will be hisses and chirps and purrs, before others learn of his telepathic abilities. G'mork will later make himself useful both for being intelligent, skilled, and wise, as well as being a more than capable scout.