

XP 4,800

Male pseudodragon sorcerer 7

CG Tiny dragon

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +14**DEFENSE****AC** 22, touch 19, flat-footed 16 (+1 armor, +1 deflection, +5 Dex, +1 dodge, +2 natural, +2 size)**hp** 71 (9 HD; 7d6+2d12+34)**Fort** +9, **Ref** +11, **Will** +9**Immune** paralysis, sleep; **SR** 19**OFFENSE****Speed** 15 ft., fly 60 ft. (good)**Melee** sting +6 (1d3–2 plus poison), bite +6 (1d2–2)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)**Special Attacks** wooden fist (6 rounds/day)**Sorcerer Spells Known** (CL 6th)3rd (5/day)—*beast shape I*, *gaseous form*, *plant growth*2nd (7/day)—*alter self*, *barkskin*, *invisibility*, *knock*, *locate object*, *make whole*1st (7/day)—*entangle* (DC 14), *enlarge person*, *magic missile*, *sleep* (DC 14), *unseen servant*, *ventriloquism* (DC 14)0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation***Bloodline** plant**STATISTICS****Str** 7, **Dex** 20, **Con** 16, **Int** 12, **Wis** 10, **Cha** 16**Base Atk** +5; **CMB** +8; **CMD** 18 (22 vs. trip)**Feats** Alertness, Dodge, Eschew Materials, Expanded Arcana^{APG} (*alter self/make whole*), Toughness, Weapon Finesse**Skills** Bluff +8, Diplomacy +8, Fly +25, Perception +14, Sense Motive +8, Stealth +29 (+33 in forests), Survival +5; **Racial****Modifiers** +4 Stealth (improves to +8 in forests)**Languages** Common, Draconic; telepathy (60 ft.)**SQ** bloodline arcana, cantrips, photosynthetic might**Gear** *tiny bracers of armor* +1, *tiny claw ring of protection* +1, *tiny headband of alluring charisma* +2, *tiny vest of resistance* +1