Nembit the Vicious

Size/Type: Small Humanoid (Kobold, dragonblood) Battle Sorcerer 5/Dragonheart Mage 5
Hit Dice: 5d8 + 5d6 + 10 (50 hp)
Initiative: +2 (+2 dex)
Speed: 30'
Armor Class: 17 (+2 dex, +1 small, +1 natural, +3 leather), touch 13, flat-footed 15
Base Attack/Grapple: +5/-1
Attack: Spell +7 ranged (per spell) or mwk heavy pick +4 melee (1d4-2/x4)
Space/Reach: 5 ft/5 ft
Special Attacks: Spells, draconic breath, draconic flight, draconic presence, draconic vigor, skull talisman of Cure Moderate (2d8+3), capsule retainer potion of Invisibility, vial of fareye oil
Special Qualities: Darkvision 60, draconic heritage, draconic legacy, draconic power, ring of feather falling, boots of the winterlands
Spells per day: 5, 7, 6, 6, 4
Spell DC: 14 + spell level; 15 + spell level for cold spells
Spells Known:

0: Ray of Frost❄, Dancing Lights, Daze, Detect Magic, Message, Open/close, Touch of Fatigue

1: Ice Dagger❄, Lesser Orb of Cold❄, Lesser Shivering Touch❄, Path of Frost❄, Obscuring Mist

2: Heat Leech❄, Ice Darts❄, Magic of the Dragonheart

3: Arctic Haze❄, Hailstones❄, Sleet Storm❄

4: Orb of Cold❄, Wall of Ice❄

Casting benefits: heal hp=spell level; fly for remainder of turn speed=10' x spell level; opponents shaken for rounds=spell level (DC 12 + spell level Will save negates for 24h)
Saves: Fort +6, Ref +6, Will +7
+13/+13/+14 vs. magical sleep, paralysis, and cold
+15/+15/+16 vs. magical sleep, paralysis, and cold with Magic of the Dragonheart
Abilities: Str 6, Dex 14, Con 12, Int 14, Wis 8, Cha 16 (18)
Skills: Concentration +14, Craft (trapmaking) +4, Hide +14, Intimidate +12, Knowledge (arcana) +15, Move Silently +12. Profession (miner) +1, Search +4, Spot +6 (+8 w/familiar), Listen +1 (+3 w/familiar)
Feats: Draconic Arcane Grace, Draconic Breath (b), Draconic Flight, Draconic Heritage, Draconic Legacy, Draconic Power, Draconic Presence
Gear: +1 studded leather armor of silent moves, mwk heavy pick, cloak of charisma +2, boots of the winterlands, memento magica (1st), ring of feather falling, skull talisman of cure moderate wounds (2d8+3), capsule retainer w/potion of invisibility, vial of fareye oil
Alignment: NE
Languages: Common, Undercommon, Draconic, Orc

Draconic Vigor

Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

Draconic Breath (white)

As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone of cold that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Draconic Flight

After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

Draconic Heritage (white)

You gain the dragonblood subtype. Hide is a sorcerer class skill for you. You gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with the cold descriptor.

Draconic Legacy (white)

Add *obscuring mist, sleet storm,* and *wall of ice* to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it.

Draconoic Power (white)

Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the cold descriptor.

Draconic Presence

Whenever you cast an arcane spell, opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. A Will save (DC 10 + level of the spell cast + your Cha modifier) negates the effect. A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

Drakken Lemming Familiar

Size/Type: Tiny Magical Beast
Hit Dice: 5 hd (25 hp)
Initiative: +2
Speed: 15 ft, climb 15 ft, swim 15 ft
Armor Class: 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15
Base Attack/Grapple: +5/-7
Attack: Bite +9 melee (1d3-4)
Space/Reach: 2.5 ft./0 ft.
Special Attacks: -
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +9 (5,2,8)
Abilities: Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2
Skills: Balance +10, Concentration +13, Climb +12, Hide +16, Intimidate +4, Knowledge (arcana) +12, Move Silently +13, Spot +6, Swim +10
Feats: Stealthy, Weapon Finesse (b)

Lemmings have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A lemming can always choose to take 10 on Climb checks, even if rushed or threatened. A lemming uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A lemming has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Alertness (Ex)

While a familiar is within arm’s reach, the master gains the Alertness feat.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells

At the master’s option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar’s type (magical beast).

Empathic Link (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Breath weapon

A drakken familiar gains a breath weapon: a 15' cone of cold, 1d6+10 damage, Ref DC 12 halves, 1 hour cooldown. This replaces the standard familiar's ability to deliver touch spells.

Speak with Master (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

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