

DRAGON DROP:

JINTY PANDELBIRT, THIEVES' GUILD WIZARD (CR 3)

PHYSICAL DESCRIPTION

Sitting in the back of the tavern is a well-dressed gnome, immaculate in appearance. Unlike many of his race he is clean shaven, making him look very young, almost boyish in appearance. He wears a gilt-trimmed rapier on his right hip, but has the look of someone who carries a weapon more for show than using it in a fight. He catches your eye for a moment and gives you a slight nod and a very wry smile

that never quite touches his light blue eyes. Still smiling, he orders another round, then continues scanning the tavern.

BACKGROUND

A large part of Jinty's life was decided the day he was born. As the first-born son of a gnome illusionist, Jinty was destined to follow in his father's footsteps. As soon as he was old enough, his father began teaching him the ways of

Jinty Pandelbirt: male gnome wizard 2 (illusionist)/rogue 1; CR 3; Small humanoid (gnome); HD 2d4+4 plus 1d6+2; hp 16; Init +2; Spd 20 ft.; AC 14 (+1 size, +2 Dex, +1 bracers), touch 13, flat-footed 12; BAB +1; Grp -5; Atk +5 melee (1d4-2/18-20, masterwork rapier) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk: +5 melee (1d4-2/18-20, masterwork rapier) or +5 ranged (1d6/19-20, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6, spells; SQ gnome traits; AL N; SV Fort +2, Ref +4, Will +3; Str 6, Dex 15, Con 14, Int 17, Wis 10, Cha 14.

Languages Spoken: Common, Draconic, Giant, Gnome, Goblin.

Skills and Feats: Appraise +3 (+5 alchemical items), Concentration +7, Craft (alchemy) +10, Decipher Script +4, Disable Device +6, Escape Artist +3, Gather Information +5, Hide +6, Knowledge (arcana) +8, Knowledge (local) +8, Listen +3, Move Silently +3, Open Lock +5, Search +5, Spellcraft +10, Spot +1, Use Magic Device +3 (+5 scrolls); Scribe Scroll, Spell Focus (illusion), Weapon Finesse.

Racial Traits: Low-light vision, +2 save vs. illusion, +1 attack vs. kobolds and goblinoids, +4 AC (dodge) vs. giants.

Wizard Spells Prepared – (4/3+1; save DC 13 + spell level, illusion spells save DC 15+ spell level): 0—*detect magic, ghost sound, mage hand, open/close*; 1—*charm person, color spray, expeditious retreat, silent image*.

Spellbook: 0—all except evocation and necromancy; 1—*charm person, color spray, disguise self, expeditious retreat, grease, hold portal, protection from law, silent image*.

Special Abilities: Sneak attack +1d6, spell-like abilities (1/day: *dancing lights, ghost sound, prestidigitation, speak with animals*, DC 12), summon familiar, .

Possessions: 2,500 gp total—*bracers of armor +1* (1,000 gp), masterwork rapier (320 gp), masterwork light crossbow (335 gp), 10 crossbow bolts (1 gp), 2 vials of alchemist's fire (40 gp), tanglefoot bag (50 gp), 2 thunderstones (60 gp), backpack (2 gp), spell component pouch (5 gp), spellbook (15 gp), scrollcase (1 gp), masterwork thieves' tools (100 gp), scroll of *feather fall* (25 gp), scroll of *shield* (25 gp), scroll of *arcane lock* (175 gp), potion of *cure light wounds* (50 gp), potion of *mage armor* (50 gp), 3 courtier's outfits (90 gp), 156 gp remaining wealth in coins.

Familiar: Jinty has not yet summoned a familiar.

Banned Schools: Evocation, Necromancy

JINTY PANDELBIRT

magic. He enjoyed the work, and liked being able to work magic other than the natural spells most gnomes can cast. After several years of apprenticeship, his life took a strange, but for him entirely positive, turn.

Unknown to Jinty, his best friend Toffer Gammel had joined the thieves' guild and was a member in good standing. One evening, while walking home on an errand for his father, Jinty spotted Toffer being chased by a city guardsman. Although he'd never done anything illegal in his life, Jinty acted without hesitation and cast *charm person* on the guard, stopping him dead in his tracks. He convinced the guard that Toffer hadn't done anything wrong and that the guard should let him go.

Toffer recognized the value of what Jinty had just done for him and talked to his superiors that night. The next day, he stopped by his friend's house and recruited the young mage into the ranks of the thieves' guild. Jinty felt like he belonged immediately and took to working with the guild without hesitation. The promise of easy money without a lot of risk thrills him even more than working magic, and he has embraced his new comrades and lifestyle completely. In return for his aid, a scroll or two and some crafted alchemical items, the guild has taught Jinty a few things about being a thief including picking simple locks and how to use a few weapons more effectively. Jinty has used his share of money from jobs he's worked on to boost his lifestyle a little. He's acquired masterwork weapons and tools and has taken to buying more expensive clothing when the mood strikes him.

For now, Jinty lives a double life. He still apprentices himself to his father and helps him out in the alchemical laboratory, but his real work is done on behalf of the guild at night. He knows his father wouldn't approve of his activities, but he doesn't let that stop him and he's prepared to go off on his own if the need arises. He figures that with a little more experience, he can open his own shop across town and operate a little more freely.

future plans

Jinty likes working with the thieves' guild and enjoys being a player behind the scenes. This way, he gains all of the benefits of thievery without taking a lot of the risks. As he progresses, he will continue to take levels as a rogue only occasionally, concentrating mainly on increasing his strength as a wizard. He understands that a large part of his worth to the guild is as an alchemist, and he desperately wants an alchemist's lab. As he gains in power, he will concentrate on item creation feats to continue to support and aid the thieves' guild.

role-playing notes

There are several important things to note about Jinty. First, he is always careful about his appearance. A taste of free money has given him a new love of expensive clothing and goods. He loves the good life and will always try to get the best of anything if it is within his means. His hair is always perfect, his clothing is always clean and pressed, and he's quick with a smile if he thinks it will keep him out of trouble or get him something he wants.



Second, and just as important, is that Jinty leads a double life. He's learning the cocky swagger of a thief, but at his day job as his father's apprentice, he is a completely different person. In his father's shop, Jinty is polite, attentive, dutiful, and easily forgettable. While working, he still cares about his appearance, but doesn't wear his finery. He'd rather blend in and be ignored if at all possible, since he doesn't want anyone who suspects him of aiding the guild to find him at work or worse, confront him in front of his father. That said, he carefully observes anyone who enters the shop in need of alchemical supplies. Anyone who strikes him as having too much gold will be targeted and, if possible, followed by Jinty until he can arrange for someone else to pick up the tail. Outside the store, Jinty is brash and bold, or at least learning how to be from his new friends.

Jinty has no familiar at the moment and no plans to summon one. While he sees the benefits gained by his father, he doesn't have the desire to care for an animal, nor does he see having a constant companion help him hide his wizard abilities from questioning authorities.

COMBAT TACTICS

With his small stature and low strength, Jinty prefers to avoid melee combat if at all possible. He will strike from hiding or from a flanking position with his rapier if he can get away with it, but would much rather use his crossbow, alchemical items, or his spells if he can arrange it. He will always keep an *expeditious retreat* spell memorized in case he gets in trouble and will not hesitate to use it. He lives up to the guild's idea that helping fellow guildmembers is good, but not if it puts him at any great risk. Whenever possible, Jinty aids his allies surreptitiously. In any combat situation, he tries to look like an innocent bystander as much as possible to allow for quick spells and getting away. From a position of superiority, Jinty prefers not to kill enemies, but will happily rob them blind and incapacitate them.

CAMPAIGN ADAPTATION

Any situation involving a thieves' guild could easily involve Jinty. He is quite capable as low-level wizards go and will use his spells in interesting and inventive ways. He will not use a scroll unless there is absolutely no other recourse—he likes to save these and would prefer to copy the spells into his spellbook if possible. In cities or towns without a thieves' guild, Jinty can still work, but will need minor changes. Remove his skill points in Escape Artist and Move Silently and give him two ranks of Profession (locksmith) (total modifier +2). Jinty's personality will be roughly the same, but instead of assisting thieves in their work, he'll sometimes go back and burglarize the buildings he provided the locks for, and will keep suspicion off himself by robbing his competitors' customers as well. Jinty also makes an excellent contact person for a rogue player character, most likely as a fellow member of the guild.

DESIGNER'S NOTES

Jinty is designed as a potential thorn in the side of the party. While he isn't vicious and prefers not to kill anyone, he won't hesitate to take anything that isn't nailed down or to assist another person in doing the same, and because he's less violent than the typical bad guy (and thus less likely to fight to the death), it's entirely possible for Jinty to appear again and again, stealing items and loot from the party for years, throwing suspicion on others, and laughing all the way to the money changer.

❖ credits ❖

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JINTY PANDOLBERT

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