


**Fizzlesnip** **Level 5 Striker**  
**Small fey humanoid (gnome)** **XP ?**

**HP** 40; **Bloodied** 20 **Initiative** +6  
**AC** 20; **Fortitude** 18, **Reflex** 18, **Will** 20 **Perception** +10  
**Speed** 5

**Standard Actions**

 **Illusury Blade** (weapon) • **At-Will**

**Attack:** Melee 1 (one creature); +10 vs Reflex  
**Hit:** 1d4 + 6 damage. This attack deals damage as if it were every damage type the target is vulnerable to.

 **Phantastic Assault** • **Recharge 6**

**Attack:** Burst 1 within 10 (each creature in burst); +10 vs Will  
**Hit:** 1d6 damage. Until the end of you're next turn, each creature grants combat advantage and counts as an ally for the purposes of flanking.

**Minor Actions**

 **Creepy Little Guy** • **At-Will**

**Attack:** Ranged 10 (one creature); +10 vs Will  
**Hit:** The target grants you combat advantage until the beginning of your next turn.  
**Special:** This attack does not provoke an opportunity attack from the target.

**Special**

**Sneak Attack**

Fizzlesnip deals an extra 2d6 damage to a creature granting combat advantage.

**Skills** Stealth +10, Thievery +10, Arcana +8

**Str** 8 (+1)      **Dex** 19 (+6)      **Wis** 10 (+2)  
**Con** 10 (+2)      **Int** 17 (+5)      **Cha** 13 (+3)

**Alignment** Unaligned      **Languages** Common, Elven

**Equipment** : Balisong (Butterfly Knife)

Fizzlesnip loves to show off. Some people talk with their hands, Fizzlesnip talks with his illusions. He does this subconsciously, while thinking for words that seem hard to find. Often the listener will see the entirety of their conversation, woven before their eyes, before Fizzlesnip actually speaks.

Like all gnomes, Fizzlesnip loves pranks. His tastes lean toward scaring people though, and this has led him into trouble. Bullies never like being bullied. He learned to stick to the shadows and to present a flashy defense. The balisong combines both, even without his magic, but when combined, his blade looks deadly.

He is often hired out for his thieving needs. Occasionally, some find more clever uses for his illusions, but mainly he sticks to distractions and diversions. For a modest fee, his methods create results, without creating any real danger.