

Wicce

CHARACTER: Gnome Witch, Small, Female, 3'4", 34 lb, Black, Blue, Pale
 RACE & LA: 40, Chaotic Neutral
 AGE: 40, ALIGNMENT: Chaotic Neutral, DEITY:
 LANGUAGES: Common, Gnome, Sylvan, Elven



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	13	-2		
DEX	17	3	17			
CON	12	1	10	2		
INT	18	4	18			
WIS	17	3	17			
CHA	18	4	16	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
7	7	1	Witch	0			0	0	2	1
TOTAL HP			TOTALS		0	0	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	1	0	3	1				
TOUCH	14	-10+			3	1				
FLAT-FOOT	12	-10+	1	0	0	1				

SKILLS RANKS TOTAL 6

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	3		3		
* APPRAISE	INT	4		4		
* BLUFF	CHA	4		4		
* CLIMB	STR	0		0		
* CRAFT	INT	10	1	4	3	2
* DIPLOMACY	CHA	4		4		
* DISABLE DEVICE	DEX			3		
* DISGUISE	CHA	4		4		
* ESCAPE ARTIST	DEX	3		3		
* FLY	DEX	7	1	3	3	
* HANDLE ANIMAL	CHA			4		
* HEAL	WIS	3		3		
* INTIMIDATE	CHA	4		4		
* KN: Arcana	INT	8	1	4	3	
* KN: History	INT			4		
* KN: Nature	INT	8	1	4	3	
* KN: Planes	INT			4		
* KN:	INT			4		
* KN:	INT			4		
* LINGUISTICS	INT			4		
* PERCEPTION	WIS	5		3		2
* PERFORM	CHA	4		4		
* PROF:	WIS			3		
* RIDE	DEX	3		3		
* SENSE MOTIVE	WIS	3		3		
* SLEIGHT OF HAND	DEX			3		
* SPELLCRAFT	INT	8	1	4	3	
* STEALTH	DEX	10		3		7
* SURVIVAL	WIS	3		3		
* SWIM	STR	4		0		4
* USE MAGIC DEVICE	CHA	8	1	4	3	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	3	0	3			
WILL	5	2	3			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	4	0		3	1	
CMB	1	0	STR	0	1	
CMD	14	-10+	BOB	0	3	1

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

low light vision x2	Witch's Hex (APG-66) (listed below)
+4 AC (dodge) vs Giants	Flight (Su) as Featherfall at 1st lvl (APG-66)
+1 DC for illusion spells	Evil Eye (Su)-2 AC, check, attack, save, skill (APG-66)
+1 attack vs reptilian & goblinoid	
+2 save vs illusions	
Prof.: Simple Weapons	
Prof.: No Armor, No Shields	
Familiar: Centipede	
Patron: Trickery	
Feat: Extra Hex (APG-160)	

MARK A [] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED. * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW [] MEDIUM [x] FAST [] 0 /

SPEED	20	BASE	FLY	SWIM	CLIMB	MISC
INIT	3	=	3	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS						

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: Robe (Gnome Weave no AC bonus, light weight, no spell fail)	1	10	0	0		1.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff		1d6	x2		B	4.0	
daggers (4)		1d4	x2	10	P/S	4.0	crit on 19-20

SPELLS PER DAY

CLASS LEVEL

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					3
16	1st			5		4
17	2nd			5		1
18	3rd			5		1
19	4th			5		1
20	5th			5		1
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSED
PROHIBITED
PROHIBITED

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Innate Gnome Magic: Next 4 Spells (CL = lvl, DC = 10+lvl+CHA mod)						
			Dancing Lights	Evocation	1 min	med	None	No	PCR-263
			Ghost Sound	Illusion	1 rnd/lvl	close	Will	No	PCR-289
			Prestidigitation	Universal	1 hr	10'	-	-	PCR-325
			Speak with Animals	Divination	1 min/lvl	personal	-	-	PCR-346
0			Arcane Mark (leave your arcane mark, visible or invisible)	Universal	permanent	touch	None	No	PCR-244
0			Putrefy Food and Drink (spoil food, destroy a potion)	Transmutation	instant	10'	Will	YES	APG-237
0			Spark (cause a small object to burst into flame)	Evocation	instant	close	Fort	Yes	APG-246
0			Touch of Fatigue (cause fatigue in one creature)	Necromancy	1 rnd/lvl	touch	Fort	Yes	PCR-361
1			Ill Omen (cause creature to roll d20 twice and take lower result)	Enchantment	1 roll/lvl	close	None	Yes	APG-229
1			Enlarge person (grow creature size by 1 class, (+2 Str, -2 Dex, -1 AC, attack))	Transmutation	1 min/lvl	close	Fort	Yes	PCR-330
1			Reduce person (reduce creature size by 1 class, (-2 Str, +2 Dex, +1AC, attack))	Transmutation	1 min/lvl	close	Fort	Yes	PCR-330
1			Sleep	Enchantment	1 min/lvl	med	Will	Yes	PCR-344
			Witch's Hex (APG-66)						
			Flight (Su) (as Featherfall at will for first level, changes at 3rd lvl)	Transmutation	1 rnd/lvl	close	Will	Yes	APG-66
			Evil Eye (Su) (-2 to AC, ability, save, skill, changes at 8th lvl)	Enchantment	7 rnd	30'	Will		APG-66