

Wicce David
 CHARACTER PLAYER
 Gnome Witch Small Female 3'4" 34 lb Black Blue Pale
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 40 Chaotic Neutral
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Gnome, Sylvan, Elven
 HOMELAND & BACKGROUND OCCUPATION



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
13	13	2	Witch	1			0	0	3	2
TOTAL HP			TOTALS							
13			1 0 0 0 0 0 3 2							

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 12

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	3		3		
* APPRAISE	INT	4		4		
* BLUFF	CHA	4		4		
* CLIMB	STR	0		0		
* CRAFT: Magic Item	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	8	2	3	3	
* HANDLE ANIMAL	CHA			4		
* HEAL	WIS	7	1	3	3	
* INTIMIDATE	CHA	8	1	4	3	
* KN: Arcana	INT	9	2	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	6	1	3		2
* PERFORM:	CHA	4		4		
* PROF: Midwife	WIS	7	1	3	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	
*	STR					
*	STR					
*	STR					
*	STR					
*	STR					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	3	0	3			
WILL	6	3	3			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	1		0	1	
RANGED	5	1		3	1	
CMB	2	1	STR	0	1	
CMD	15	-10+	BAB	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 Slumber (Su) sleep any HD (APG-66)
 +2 save vs illusions
 Prof.: Simple Weapons
 Prof.: No Armor, No Shields
 Familiar: Centipede
 Patron: Trickery
 Feat: Extra Hex (APG-160)
 Witch Hit Dice: d6

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 FAST 2,000 /

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

