Wicce David **Gnome Witch** Small Female 3'4" 34 lb Black Blue Pale SKIN EYES RACE & LA HEIGHT WEIGHT HAIR Chaotic Neutral 40 HOMELAND & BACKGROUND OCCUPATION Common, Gnome, Sylvan, Elven Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 HITPOINTS **CLASS RECORDER** ABILITY SCORE 11 0 13 -2 **STR** 13 2 Witch 1 0 0 3 2 3 17 17 DEX 12 1 2 CON 10 INT 18 4 18 TEMPORARY 17 3 17 WIS 1 0 0 0 0 3 TOTAL HP 13 Witch **TOTALS** 2 4 2 18 CHA 16 CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES DEX 3 3 **ATTACKS & DEFENSE** ⋆□ APPRAISE INT 4 4 ∗□ BLUFF СНА 4 4 ARMOR CHECK AC 15 0 3 1 **⊹**□ Сымв • = 10 + STR 0 0 CRAFT: Magic Item 4 10 14 3 1 MAXIMUM TOUCH 10 = 10 + ⋆□ DIPLOMACY СНА 4 4 ☐ DISABLE DEVICE • DEX 3 SPELL FAILURE 12 0 0 1 FLAT-FOOT 0% = 10 + DISGUISE СНА 4 4 ★□ ESCAPE ARTIST ◆ DEX 3 3 DEX ∗Ø FLY • 8 2 3 3 AVING THROWS CLASS BAS ☐ HANDLE ANIMAL СНА 4 1 1 0 **FORT** ₩ HEAL WIS 3 3 3 0 3 СНА 8 3 REF 4 KN: Arcana INT 2 4 3 WILL 6 3 3 ☐ KN: History INT 4 ☑ KN: Nature INT 8 4 3 ATTACKS ☐ KN: Plane: INT 4 MELEE 2 1 0 1 ☐ Kn: INT 4 ☐ KN: INT 4 RANGED 5 1 3 1 ■ LINGUISTICS INT 4 ***□** Perception WIS 6 3 2 СМВ 2 1 STR 0 1 ♠□ Perform: СНА ☑ PROF: Midwife 15 0 WIS 7 3 3 **CMD** BAB - 1O + ∗□ Ride • DEX 3 3 *****□ SENSE MOTIVE 3 3 ☐ SLEIGHT OF HAND • DEX 3 ✓ Spellcraft INT 8 4 3 Witch's Hex (APG-66) (listed below) low light vision x2 ★□ STEALTH • DEX 10 3 7 ***□** SURVIVAL W/IS 3 3 +4 AC (dodge) vs Giants Flight (Su) as Featherfall at 1st IvI (APG-66) *□ Swim • 4 0 4 +1 DC for illusion spells Evil Eye (Su)-2 AC, check, attack, save, skill (APG-66) ☑ Use Magic Device СНА 8 4 3 +1 attack vs reptilian & goblinoid Slumber (Su) sleep any HD (APG-66) STR +2 save vs illusions STR STR Prof.: Simple Weapons STR Prof.: No Armor, No Shields STR Familiar: Centipede Patron: Trickery EXPERIENCE 2,000 Feat: Extra Hex (APG-160) BASE SWIM CLIMB MISC 20 20 **SPEED** Witch Hit Dice: d6 MISC 3 3 INIT **HERO** SR DR **RESISTANCES POOL POINTS** Robe (Gnome Weave no AC bonus, light weight, no spell fail) 10 0 0 1.0 WEAPON NAME & DESCRIPTION DAMAGE CRITICAL RANGE AMMO & NOTES

daggers (4) 1d4 x2 10 P/S 4.0 crit on 19-20

1d6

х2

4.0

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quarterstaff

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CLOSE: 25FT + 5FT / 2 LV	25		100FT + 10FT / LVL 110	400FT + 40FT / LVL 440	FOCUSED		25FT + 25	100FT + 10FT / LVL	100	400FT + 40FT / LV	400
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LEVEL	PREP	USED	Innate Gnome Mad		AME & DESCRIPTION IS (CL = IVI, DC = 10+IVI+CHA mod)	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Dancing Lights	9.01 110/11 1 0 0 0	(02, 20	Evocation	1 min	med	None	No	PCR-263
			Ghost Sound			Illusion	1 rnd/lvl	close	Will		PCR-289
			Prestidigitation				Universal 1 hr		_		PCR-325
			Speak with Animal	S		Divination	1 min/lvl	personal	-	-	PCR-346
0			Arcane Mark (leave	e your arcane m	ark, visible or invisible)	Universa	permanent	touch	None	No	PCR-244
0			Putrefy Food and [Transmutati	on instant	10'	Will	YES	APG-237
0			Spark (cause a sm	all object to bur	st 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
0			Bleed (causes a st	abilized creatur	e to resume dying)	Necroman	cy instant	close	Will	Yes	PCR-249
1			III Omen (cause cre	eature to roll d2	0 twice and take lower result)	Enchantme	nt 1 roll/lvl	close	None	Yes	APG-229
1			Enlarge person (gr	ow creature size	e by 1 class, (+2 Str, -2 Dex, -1 AC, attack))	Transmutati	on 1 min/lvl	close	Fort	Yes	PCR-330
1			Reduce person (re	duce creature s	ize by 1 class, (-2 Str, +2 Dex, +1AC, attack))			close	Fort	_	PCR-330
1			Sleep			Enchantme	nt 1 min/lvl	med	Will	Yes	PCR-344
1			Poisoned Egg (fill a	normal egg w/ ce	entipede poison, injury; save DC 11; effect 1 Dex)	Transmutati	on 4 rnds	touch	Fort		ISG
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			Witch's Hex (APG-	·66)							
					r first level, changes at 3rd lvl)	Transmutati	on 1 rnd/lvl	close	Will	Yes	APG-66
					e, skill, changes at 8th lvl)	Enchantme		30'	Will		APG-66
			Slumber (Su)	,,,	, , <u>, , , , , , , , , , , , , , , , , </u>	Enchantme		30'	Will		APG-66
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