

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	21	5	18		1	2
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
25	25	4	Witch	2			1	1	4	4
TOTAL HP			TOTALS							
25			2 0 0 1 1 4 4							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	1	0	3	1			2	
TOUCH	14	-10+			3	1				
FLAT-FOOT	12	-10+	1	0	0	1				

SKILLS RANKS TOTAL 28

SKILL	DEX	INT	CHA	STR	WIS	CON	WILL	LEVELS
* ACROBATICS •	3		3					
* APPRAISE	5		5					
* BLUFF	4		4					
* CLIMB •	0		0					
* CRAFT: Magic Item	13	3	5	3	2			
* DIPLOMACY	4		4					
* DISABLE DEVICE •			3					
* DISGUISE	4		4					
* ESCAPE ARTIST •	3		3					
* FLY •	10	4	3	3				
* HANDLE ANIMAL			4					
* HEAL	7	1	3	3				
* INTIMIDATE	9	2	4	3				
* KN: Arcana	12	4	5	3				
* KN: History	9	1	5	3				
* KN: Nature	11	3	5	3				
* KN: Planes	9	1	5	3				
* KN:			5					
* KN:			5					
* LINGUISTICS			5					
* PERCEPTION	7	2	3	2				
* PERFORM:	4		4					
* PROF: Midwife	7	1	3	3				
* RIDE •	3		3					
* SENSE MOTIVE	3		3					
* SLEIGHT OF HAND •			3					
* SPELLCRAFT	11	3	5	3				
* STEALTH •	10		3	7				
* SURVIVAL	3		3					
* SWIM •	4		0	4				
* USE MAGIC DEVICE	10	3	4	3				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	3	1	1		1	
REF	5	1	3		1	
WILL	8	4	3		1	

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	2	0	1		
RANGED	6	2	3	1		
CMB	3	2	STR	0	1	
CMD	16	-10+	B2B	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	Charm (Su) 1 creature w/in 30' for 5 mds (sv: Will negates)
Prof.: Simple Weapons	Cackle (Su) extend hex duration by 1 rnd
Prof.: No Armor, No Shields	
Familiar: Centipede	
Patron: Trickery	
Feat: Extra Hex (APG-160) x2	
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 5,000 / 9,000

SPEED	20	20	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 +1 (2)	+1	1d4+1	x2	10	P/S	4.0	crit on 19-20
silver daggers (2)		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					any
16	1st	6	4	2		any
17	2nd	4	3	1		any
18	3rd	3	2	1		any
19	4th	1		1		any
20	5th	1		1		any
	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
FOCUSSED
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
0			Bleed (causes a stabilized creature to resume dying)	Necromancy	instant	close	Will	Yes	PCR-249
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
1			Poisoned Egg (fill a normal egg w/ centipede poison, injury; save DC 11; effect 1 Dex)	Transmutation	4 rnds	touch	Fort		ISG
			Animate Rope	Transmutation	1 rnd/lvl	med	None	-	PCR-242
2			Fester (blocks all healing DC 12+CL on one creature, halves regeneration)	Necromancy	close	close	Fort	Yes	APG-221
2			Pox Pustules (-4 dexterity, sickened on one creature)	Necromancy	1 min/lvl	close	Fort	Yes	APG-236
2			Feast of Ashes (subject begins to starve and no amount of eating can cure)	Transmutation	2 days/lvl	close	Fort	Yes	APG-220
2			Mirror Image (1d4 + 1 images appear)	Illusion	1 min/lvl	personal	-	-	PCR-314
			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
			Slumber (Su)	Enchantment	1 rnd/lvl	30'	Will		APG-66
			Charm (Su) 1 creature w/in 30' for 5 rnds (sv: Will negates)	Enchantment	Int Mod	30'	Will		APG-66
			Cackle (Su) extends a hex for 1 more round		instant	30'	None	-	APG-66