

Opas
 CHARACTER: Ravenfolk Medium Male
 RACE & LA: Ravenfolk Medium Male
 AGE: 21 Alignment: Lawful Neutral Deity: Easivra, The Dawn Eagle
 PLAYER: Hebeloma
 HEIGHT: 4'6" WEIGHT: 83 lbs HAIR: none EYES: black SKIN: black
 HOMELAND & BACKGROUND OCCUPATION: Southern Mwangi Expanse, Garund
 LANGUAGES: Common, Featherspeech, Tengu, Draconic, Celestial, Infernal



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	12	2		
CON	10	0	12	-2		
INT	18	4	18			
WIS	18	4	16	2		
CHA	14	2	14			

HITPOINTS		
CURRENT HP	HP GAINED	HD
7	6	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	7	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Vellemancer (Witch)	0	6	1	0	0	2	1		
TOTALS	0	6	1	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	12	-10+	0	0	2					
TOUCH	12	-10+			2					
FLAT-FOOT	10	-10+	0	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	0	0	0			
REF	2	0	2			
WILL	6	2	4			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	2	0		2		
CMB	4	0	INT	4		
CMD	12	-10+	BOB	0	STR & DEX	2



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 2		2		
* APPRAISE	INT 4		4		
* BLUFF	CHA 2		2		
* CLIMB	STR 0		0		
* CRAFT	INT 4		4		
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE	DEX 2		2		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST	DEX 2		2		
* FLY	DEX 6	1	2	3	
* HANDLE ANIMAL	CHA 2		2		
* HEAL	WIS 4		4		
* INTIMIDATE	CHA 2		2		
* KN: arcana	INT 8	1	4	3	
* KN: history	INT 4		4		
* KN: nature	INT 4		4		
* KN: planes	INT 8	1	4	3	
* KN:	INT 4		4		
* KN:	INT 4		4		
* LINGUISTICS	INT 4		4		4
* PERCEPTION	WIS 6		4		2
* PERFORM	CHA 2		2		
* PROF:	WIS 4		4		
* RIDE	DEX 2		2		
* SENSE MOTIVE	WIS 8	1	4	3	
* SLEIGHT OF HAND	DEX 2		2		
* SPELLCRAFT	INT 8	1	4	3	
* STEALTH	DEX 4		2		2
* SURVIVAL	WIS 4		4		
* SWIM	STR 0		0		
* USE MAGIC DEVICE	CHA 6	1	2	3	

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Ravenfolk (humanoid; tengu) (KP:ARC 230)	Class: Witch HD: d6; Skills 2 + Int Mod (APG)
Low-light vision	Archetype: Vellemaner (BotC 27)
Sneaky: +2 Perception & Stealth	Weapon Prof: All Simple; Armor Prof: None
Gifted Linguist: +4 Linguistics & 2 languages per rank	Keen Counselor: Diplomacy & Sense Motive are class skills
Swordtrained: proficient with swords	Patron: Wisdom
Natural Weapon: bite 1d3 dam	Hex: Aura of Purity (Su) Diseases, inhaled poisons, & gas effects negated 10' rad (1 min/lvl)
	Born of Huginn: Reroll failed save vs Enchantment

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 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	2	=	2	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 None						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite w/ beak razor	+0	1d3	20,x2		S		+ blindness
long sword	+0	1d8	19-20/x2		S	4.0	
dagger (ranged)	+2	1d4	19-20/x2	10	P	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	2	1	1		
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELL POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

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
0				

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Dancing Lights - Creates torches or other lights.	Illusion					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or small object.	Divination					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Resistance - Subject gains +1 on saving throws.	Abjuration					
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					
1			Aphasia - Prevent a target from understanding language	Enchantment					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Enchantment					
1			Charm Person - Makes one person your friend.	Enchantment					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Fumble tongue - Target cannot speak intelligently.	Enchantment					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					