Quagga CHARACTER David Zebra of the Sun Tribe Medium Female 4'3" 320 lbs black black b/w stripes RACE & LA

17

AGE GENDER HEIGHT HAIR EYES SKIN SIZE WEIGHT Murrage, Everglow (Ponyfinder CS 89) Neutral Princess Luminace (Ponyfinder CS, 49) DEITY



LANGUAGES: Common, Sylvan, Ignan, Celestial, Infernal,	Draconic, Sphinx					_	riginal by Neceros	. Modified	d by abell	lius@yah	ioo.com.	. Version	1.0.2012	
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC T	HII	HITPOINTS CLASS RECORDER												
STR 10 0 10	CURRENT		HP GAINED	HD	CLASS NAME			BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
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wis 16 3 14 2	TEMPORARY HP													
	╡└──ा	OTAL HP	8	FAVORED CLASS	Wi	tch	TOTALS	0	7	1	0	0	2	1
CHA 16 3 16		CONDITIONS &	MISCELLANEOUS T	RACKING		_			SKIL			1	RANKS TOTAL	7
ABILITY SCORE & RACIAL NOTES							BATICS +	D		TAL RA	ANKS A	3	RAINED	MISC
	KS & DEFENSE SIZE DODGE NATURAL	DEFLECT	MISC TEMP			*□ Appr			_	5		5		
AC 13 =10+ 0 0 3	SIZE BODGE NATORAL		MISC TEMP	ARMOR	HECK O	*□ BLUF			_	0		3		1
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	=] 1	SPELL OO/	*□ DIPL	DMACY BLE DEVICE +		HA (3		3		
FLAT-FOOT 10 -10+ 0 0 0					ILURE 0%	∗ □ Disc			_	3		3		
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC		77		>4	☑ Kn: (_	_	1	5	3	
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ATTACK MODIFIER	⊣⊢			130		□ LING *□ PERC			NT VIS (3		5		4
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CMD 13 =10+ BOB DODG E & DAX					Ġ.	PROF			VIS (3		3		
						÷□ SENS	F MOTIVE		_	4		3		1
	S & FEATURES TRAITS, FEATS, AND CHARACTER F	EATURES				☐ SLEIC	HT OF HAND •		NT 9	9	1	5	3	
Race: Zebra (fey) (PonyCS 13, Earning Your Strip			cone of fire	1d6 dan	n/lvl (1/day				_	3		3		
Movement: 40 ft (30 ft bipedal)	Sun Kissed +	5 fire res	istance			∗□ Surv			_	3		3		
Vision: Low-Light Vision						— ∗□ Swim ☑ Use I	AGIC DEVICE		_	7	1	3	3	
Quadruped: +4 CMD vs trip and +50% carrying capac	ity.							STR	F	\blacksquare		\Box		
Poison Safety: can't poison themselves accident	allv							STR	\perp	+		\rightarrow		
Cunning Linguist: +4 linguist & 1 language/rank	,							STR		工				
Template: Sun Pony (Ponyfinder CS 73, Place in the S	 Sun)					_ 🗆		STR		+				
Bonus Feat: Improve Initiative +4 & Endurance							TO SHOW A CLASS	SKILL. CL	ASS SKILI	LS WITH I	RANKS GA	AIN A +3	TRAINED	BONUS.
Earthbound: +2 save vs poison, spells, spell-like abili	 ties					_	XPERIENCE	D UNTRAI	NED		CHECK	PENALTY		
Gain Fire resistance 5							MEDIUM 2 FA	ST 🔲 📙		0	/		2,000	
						SP	EED		40	FLY	SW	WIM (CLIMB	MISC
+1 bluff, sense motive, and knowledge (local)						- ===		 7	<u> </u>	3	DEX		4	MISC
Class: Witch (APG) HD: d6 skills 2 + Int Mod						_	IIT 7	۳,	<u></u> _	<u> </u>	MOD	<u> </u>	4	MOD
Weapon Prof: All Simple; Armor: None						_ HE	RO							
Patron: Summer						_ s	R		DR					
Familiar: Owl (Tyto) caster +3 perception in shadows/darkr	iess					- RESIS	TANCES 1	0 fire						
APMO	R & WEAPONS					_	POINTS	I	_	_		_		
ARMOR NAME & DESCRIPTION	N-6 WEATONS	AC BONUS MA	X DEX PENALTY S	PELL FAIL	TYPE WEIGHT		TOMIO		_	_		_		
ARMOR None		\perp												
SHIELD						┚┖								
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	5	DAM	MAGE	CRIT	ICAL RA	NGE TYPE	WEIGH	IT		АММС	O & NOTE	ES	
dagger (melee)	+0		10	d4	19-2	0,x2	S	1.0						
dagger (ranged)	+3		10	d4	19-2	0,x2	0 P	1.0						

			SPELLS PER DAY BLOODLINES & PATRONS			SPELLS PER DAY		
CLA	ss		Witch LEVEL 1 BLOODLINE/PATRON		CLASS		LEVEL	
			ABILITY SPELLS BLOODLINE/PATRON			ABILITY		SPELLS
	5 DC	O	TOTAL CLASS BONUS MISC KNOWN		SAVE DC LEVEL	TOTAL CLASS BONUS	MISC	KNOWN
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	ַ וּ	8th	WIZARD SPECIALITY SCHOOL		8th		<u> </u>	
L	•	9th	SPECIALITY		9th			
CLOSE: 25FT +	25		MEDIUM: 100FT + 110 400FT + 440 FOCUSED		CLOSE: 25FT + 25	MEDIUM: 100FT + 100	LONG: 400ft +	400
5FT / 2 LV	/L	TOTAL	10FT/LVL 110 40FT/LVL 17TO PROHIBITED		5FT / 2 LVL	10FT / LVL 100	40FT / LVL	ENT POINTS
SPE	LL	0	PROHIBITED		SPELL 0	7 ABILITY OTHER	CORR	ENT FOINTS
POIN	VIS L				POINTS			
LEVEL	PREP	USED	SPELLS NAME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR	REFERENCE
			Hexes Listed First			201 14511	.,	
			Slumber - put any HD monster to sleep	Enchantme	ent 1 rnd/lvl	30' Will	Y	
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantme	ent			
0			Detect Magic - Detects all spells and magic items within 60 ft.		า			
0			Read Magic - Read scrolls and spellbooks.	Divination	า			
0			Putrefy Food and Drink - Makes food and water inedible.	Transmutation	on			
0			Spark - Ignites flammable objects.	Evocation	า			
0			Bleed - Cause a stabilized creature to resume dying.	Necroman	су			
0			Touch of Fatigue - Touch attack fatigues target.	Necroman	-			
0			Light - Object shines like a torch.	Evocation	า			
1			Zebra Magic - +10 on knowledge check	Divination	n immediate	Self None	N P	ony-EYS
1			Aphasia - Prevent a target from understanding language.	Enchantme	ent			
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation	n			
1			Command - One subject obeys selected command for 1 round.	Enchantme	ent			
1			Compel Hostility - Compels opponents to attack you instead of your allies.	Enchantme	ent			
1			Enlarge Person - Humanoid creature doubles in size.	Transmutati	on			
1			Fumbletongue - Target cannot speak intelligently.	Enchantme	ent			
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantme	ent			
1			Mudball - Blind an opponent with a ball of sticky mud.	Conjuratio	on			
1			Nauseating Dart - Poisonous stinger deals 1d2 damage and sickens target.	Conjuratio	on			
1			Reduce Person - Humanoid creature halves in size.	Transmutation	on			
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuratio	n			
1			Touch of Combustion - Cause the touched target to ignite in a violent burst of flame.	Evocation	1			
1			Unseen Servant - Invisible force obeys your commands.	Conjuratio	n			