pale blue blue ice cerulean Aquatic Elf Medium Female 5'4" 90 lbs WEIGHT EYES GENDER HEIGHT RACE & LA SIZE HAIR 121 Chaotic Neutral Gozreh Elven Home Reefs in Desperation Bay, off the coast of Sargava



AGE ALIGNMENT DEITY		HOMELAND & BACKGROUND OCCUPATION																
LANGUAGES: Common, Elven, Aquan, Sylvan, Aboleth, A	zlanti, T	, Thassilonian								Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012								
		HITPOINTS						CLASS RECORDER										
	ГЕМР		ENT HP		GAINED	HD			LASS NAM	1 E	JJ KL	BAB	SKILL				WILL	LEVELS
STR 13 1 13		-	-		7	1			Witch	1		0	7		0	0	2	1
DEX 19 4 17 2			/															
CON 13 1 15 -2	- 1																	
		NONLETHAL		\top									\vdash	\top	1	\top		П
INT 20 5 18 2		HP DAM TEMPORARY		+		\vdash						+	\vdash	+	+	+	\vdash	\vdash
wis 11 0 11	╌	HP			7	FAVORE	D					+	 	+	+	+	 	\vdash
CHA 15 2 15	IOIAL HP / CLASS						OTALS	0	7	0	0	0	2	Ш				
ABILITY SCORE &	۲,		CONDITIO	NS & MISCEL	LANEOUS T	RACKING			1				SKI		DANKS		RANKS TOTAL TRAINED	7
RACIAL NOTES										CROBATIC	:s •		DEX	4	RAINKS	4	TRAINED	MISC
ARMOR CLASS TOTAL ARMOR SHIELD DEX		DEFENSE DODGE NATUR	AL DEFLECT	MISC	ТЕМР					PPRAISE			INT	5		5		
AC 16 = 10+ 0 0 4		2	AL DEFEECT	I MISC	I I I	ARM	OR CHECK	0	*□ B	LUFF			STR	2		2		
	<u> </u> -	== -			<u> </u>] 1	PENALTY MAXIMUM		* ☑ C				INT	9	1	5	3	
TOUCH 16 =10+	L	_2					DEX			IPLOMAC			НА	2		2		
FLAT-FOOT 10 -10+ 0 0 0							SPELL FAILURE	0%		ISABLE D	EVICE •		CHA	2		2		
				COMBAT	NOTES & MC	DIFIERS				SCAPE AR	TIST +		DEX	4		4		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC	ТЕМР							∗ Ø Fι	LY +			DEX	8	1	4	3	
FORT 1 0 1										ANDLE A	NIMAL		НА	\int		2		
REF 4 0 4	一下	= $ $							H ⊆ * - ∧l ⊡ *	EAL ITIMIDAT	E		WIS	0 2		2		
	— -									N: arcana			INT	9	1	5	3	
WILL 2 2 0										N: history			INT	\Box		5		
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE	MISC								N: nature N: planes			INT	9	1	5	3	
MELEE 1 0 1									- 🗀 Kı		i		INT	9		5	3	
ATTACK MODIFIER	— -								□ Ki				INT			5		
ATTACK MODIFIER 4 0 4	_									NGUISTI			INT			5		
CMB 4 0 DEX 4											N		WIS CHA	2		2		2
CMD 17 -10+ BOB DOZER STER	Ti-								. 1 🗷 Pi				wis	-		0		
GMID IT = 10+ DOB DEPARCT DEX									• ∗ □ Rı				DEX	4		4		
FEAT	C O FF	ATUDEC								FNSF MO	F HAND •		DEX	0		0 4		
CLASS FEATURES, RACIAL		ATURES TS, AND CHARACT	ER FEATURES							PELLCRAF				11	1	5	3	2
Race: Aquatic Elf (ISR-242)										TEALTH +			DEX	4		4		
Class: Witch (APG-65) & Sea Witch (UM-85) HD	: d6									URVIVAL			wis	0		0		
Elven Immunity: Immune to sleep, +2 save vs enchantr	ment –								S ⊠ * - U ₪	wim ◆ se Magic	C DEVICE		STR	6	1	2	3	
Keen senses: +2 perception												STR	-	Ť				
									- 🗆			STR		\Box				\Box
Weapon prof.: rapiers, short swords, tridents & all sir	npie _								. 📮			STR	- 1-	-				
Low Light Vision									- 0			STR	-	\dashv				
Amphibious: breathe both water and air.												STR						
Elven Magic: +2 overcome SR; +2 spellcraft									MARK	A TO SH	HOW A CLASS L CAN BE USE	SKILL. CL	LASS SKI	+ ARMO	H RANKS	SAIN A +3 PENALTY	TRAINED APPLIES	BONUS.
Armor prof.: none									-		RIENCE	[0		/	2,000	,
Witch's Patron: Water (APG-??)									- SLO	W MED	DIUM 🗹 FA	ST 🔲 📗	BASE		LY S	/ WIM	CLIMB	MISC
Feat - Extra Hex (APG-160)									5	PEED			30		$\overline{}$	30	CLIMB	MISC
									. —					+	DEX		=	MISC
Familiar: Octopus +2 dodge AC in water only										INIT		!	= [4	MOD	+ _		мор
Sea Creature Empathy (UM085) as Druid's Wild Emp	athy _									HERO								
										SR			DI	2				\equiv
														_				=
						RE	SISTAN	ICES										
	R & W	EAPONS							РО	OL POI	INTS							
ARMOR NAME & DESCRIPTION			AC BONUS	MAX DEX	PENALTY S	PELL FAIL	TYPE	WEIGHT										=
ARMOR																		
SHIELD																		
WEAPON NAME & DESCRIPTION		ATTACK MODI	FIERS		DAN	MAGE		CRITIC	AL	RANGE	TYPE	WEIGH	нт		AMN	IO & NOT	ES	
dagger (x2)		4				4+1		19-20		10	P/S	1.0						
quarterstaff		1				3+1		x2	•		В	2.0	_					-
qua. torotan		'			Tut	J · I		\ \frac{\sigma^2}{}	•			2.0	+					\dashv

FEATS & SPECIAL ABILITIE	S							FEATS	& SPECI	AL ABILITIES			
Familiar - Blue Ringed Octopus name: Vartuļa (UM-		١	USES/DAY	USED	1 🗆			NA	МЕ			USES/DAY	USED
Init+5, AC 17, F2, R7, W1, HP4, bite+7, dam 1d2+pc					┨╟							\vdash	
					┨┝								
poison -fort save DC 10, or lose 1 STR/rnd for 6 rnds, c	ure:	1 save			┨┝								
Ink Cloud (Ex) - emit 5; radius ink cloud					┨┝								
Jet (Ex) - The octopus can jet 60 feet in a straight lir	ne				⇃⇂								
					J L								
					J L								
					П								
EQUIPMENT & MAGIC ITEM	VIS	QTY / USES	WGT N/A	WEIGHT	*			QUIPN	MENT &	MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
Underwater Adventurer's Pack					J L								
-backpack													
-blanket													
-rations (10 days)	T				1 🗆								
					1								
dagger (x2)					1 🗀						 		
quarterstaff	一				1						1		
4	\dashv				1						+		
	\dashv				┨╟	\vdash					+		
					┨┝						+		
	\dashv				┨╟						+		
	\dashv				┨╟	-					+		
	\dashv				┨┝	-					+		
	\dashv				┦┝	_							
	\dashv				┨┝	1							
	_				⇃닎								<u> </u>
					⇃닎								
					IJL								
					1 [
					1 🗆								
					1								
					1 🗀								
	\dashv				1 🗀						+		
	\dashv				1 🗀						+		
	_				┨┝╴						+		
	\dashv				┨╟	+					+		
WORN MAGIC ITEM EQUIPMENT							BAGS & CO	INTAI					
EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#				CONTAINI	ER			V	DLUME/WEIGHT LIMIT/NO	TES		WEIGHT
	╟	+											
BODY:	╟	+											_
CHEST:	╟	+											-
EYES:	Ь			CIII	DENC	·v				TREACURE C	ADDIED		
FEET:			CARRI		CARRIE	WGT N/A	STORED	×		TREASURE C	ARRIED		WEIGHT
HANDS:	PL	ATINUM											
HEAD:		GOLD											<u> </u>
HEADBAND:		SILVER											
NECK:		OPPER								LOADS &	LIET		
RING:								LIGHT	MEDIUM LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:			C	ARRIE	ED WE	IGHT		51	101	152	152	304	760
SHOULDERS:		ARMOR & VEAPONS	CURRENG	CY EQU	JIPMENT	MISC	TOTAL	0	0	MODIFIE LOAD	D 0	0	0
WRIST:		3.0	0.0	1	0.0		3.0	CURRE	NT LOAD		MEDIUM 🗖	HEA\	vy 🗆
			1 3.5										

		SPELLS PER	DAY		BLOODLINES & PATRONS	S			SPELLS F	ER DAY		
CLASS		Witch	LEVEL	. 1	BLOODLINE/PATRON		CLAS	s			LEVE	L
			ABILITY	SPELLS	BLOODLINE/PATRON			DG :=::=:	TOT4: -	ABILITY		SPELLS
15	LEVEL	3 3	BONUS MISC	KNOWN			SAVE	DC LEVEL	TOTAL CLA	SS BONUS	MISC	KNOWN
16	1	3 1	2	H	DOMAINS		·⊢	≓ ;	$\dashv \vdash$	$\dashv \vdash \vdash \vdash$	\vdash	╬
10] 1st		==	H	DOMAIN		H	1st	= -	$\dashv \vdash \dashv$		
	2nd			=	SUBDOMAIN		늗	2nd	 -			
	3rd			Ш	DOMAIN		<u> </u>	3rd	_		<u></u>	
	4th		1		SUBDOMAIN			4th				
	5th		1		SUBDOMAIN			5th				
	6th				DOMAIN			6th				
	7th			一	SUBDOMAIN							i ll
	8th			H	WITA DE CRECIA LIEV COLLO		. ⊢	8th	一一	╗		╬
	=			H	WIZARD SPECIALITY SCHO	OL	' -	= :				╬═╣
	9th			ш	SPECIALITY			9th				
CLOSE: 25FT + FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	D LONG: 400FT + 40FT / LVL	440	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	400ft - 40ft / L	400
	TOTAL	CLASS ABILIT		RENT POINTS	PROHIBITED			TOTAL		ABILITY OTHE		URRENT POINTS
SPELL POINTS	0				PROHIBITED		SPE	0 s				
					SPELLS							
LEVEL PI	REP USED	Witch's Hex	(APG-66) (list		we & description ') - usable many times per day	SCHOO	-	DURATION	RANGE	SAVE	SR	REFERENCE
					to sleep (1 attempt per target per day)	Enchanti	ment	1 rnd/lvl	30'	will	no	APG-66
		+			the water or vice versa	Transmut		1 min	touch	will	no	UM-82
									-			
	1	1				1					1 '	1

			SPELLS		2-	.co	85	·	
LEVEL	PREP	USED	NAME & DESCRIPTION Arcane Mark - Inscribes a personal rune on an object or creature	universal	permanent	touch	none	sr no	PCR-
0			Bleed - Cause a stabilized creature to resume dying.		instant	close	will		PCR-
			Dancing Lights - Creates torches or other lights.	necromancy	1 min	medium		yes	PCR-
_				evocation			none	no	
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	enchantment	1 rnd	close	will	yes	PCR-
0			Detect Magic - Detects all spells and magic items within 60 ft.	divination	1 min/lvl	60'	none	no	PCR-267
0			Detect Poison - Detects poison in one creature or small object.	divination	instant	close	none	no	PCR-
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	
0			Light - Object shines like a torch	evocation	10 min/lvl	touch	none	no	PCR-
0			Mending - Makes minor repairs on an object.	transmutation	instant	10'	will	yes	PCR-
0			Message - Whisper conversation at distance.	transmutation	10 min/lvl	medium	none	no	PCR-
0			Putrefy Food and Drink - Makes food and water inedible.	transmutation	instant	10'	will	-	APG-237
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	PCR-330
0			Resistance - Subject gains +1 on saving throws.	abjuration	1 min	touch	will	yes	PCR-
0			Spark - Ignites flammable objects.	ecocation	instant	close	fort	yes	APG-246
0			Stabilize - Cause a dying creature to stabilize	conjuration	instant	close	will	yes	PCR-
0			Touch of Fatigue - Touch attack fatigues target.	necromancy	1 rnd/lvl	touch	fort	yes	PCR-
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	will	yes	PCR-
1			Fumbletongue - Target cannot speak intelligently.	Enchantment	1d4 rnd	close	will	yes	UM-221
1			Icicle Dagger - create magic dagger of ice, normal damage +1 cold	Conjuration	1 min/lvl	touch	none	no	UM-224
1			Ill Omen - Target rolls twice for checks and attacks and uses worst roll.	Enchantment	1 rnd/lvl	close	none	_	APG-229
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy	instant	touch	will,1/2	yes	PCR-
1			Ray of Sickening - Ray makes subject sickened. (-2 on all rolls)	Necromancy	1 min/lvl	close	fort	yes	
1			Summon Monster I - summon dolphin	Conjuration	1 rnd/lvl	close	none	no	PCR-
<u>'</u>			Unseen Servant - Invisible force obeys your commands.	Conjuration	1 hr/lvl	close	none	no	PCR-
H			onseen servant - invisible force obeys your commands.	Conjuration	I III/IVI	CIUSE	Hone	110	F CIX-
\vdash									
\vdash									
_									
\vdash									
<u> </u>									
<u> </u>									
<u> </u>									
<u> </u>									
<u> </u>									
<u> </u>									
								L	
\vdash									
\vdash									
\vdash									