121

pale blue Aquatic Elf Medium Female 5'4" 90 lbs blue ice RACE & LA SIZE GENDER

Chaotic Neutral Gozreh

HEIGHT WEIGHT EYES SKIN HAIR Elven Home Reefs in Desperation Bay, off the coast of Sargava

cerulean



	Comm		Elven /	DEITY	Sylvan	Aholeth	Δzlanti	номецано & вас i, Thassilonia			rommo	n			Original by Neceros.							
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Race: A	Aquatio	c Elf	(ISR-2	242)	CLASSII	LATORES, RA	CIAL TRAITS,	TEATS, AND CHARAC	TER TEATORES						✓ SPELLCRAFT *□ STEALTH •		DEX	22	10	7	3	2
Class: \	Witch (APG	· 3-65) &	Sea W	/itch (U	M-85) I	 HD: d6								*□ SURVIVAL		wis	0	\Box	0		
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Low Lig	ht Visi	on													- 0	STR	\perp					
Amphib	ious: b	reat	he bot	h wate	r and ai	ir.										STR						
Elven M	lagic:	+2 o	vercon	ne SR;	+2 spe	llcraft									MARK A TO SHOW A CLASS * SKILL CAN BE USE	SKILL. CL D UNTRA	ASS SKI	LLS WIT	H RANKS O	PENALTY	TRAINED APPLIES) BONUS.
Armor p	rof.: r	one													EXPERIENCE	_ [•	105.0	000	/ 1	05,00	00
Witch's	Patror	n: W	ater (A	\PG-??	?)										- SLOW 🗖 MEDIUM 🗹 FAS	л⊔ [BASE				CLIMB	MISC
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Familia					in wat	ter only									INIT 4	F)	[DEX	+	一	MISC
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Brew Po	otion														SR		DI	R				
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ARMOR CO	rset of	dire	witchcr	aft +4					4													
SHIELD																						
		WEAP	ON NAME 8	& DESCRIPTION	ON			ATTACK MOD	DIFIERS		DAM	MAGE		CRITIC	AL RANGE TYPE	WEIGH	нт		AMN	IO & NOTE	ES	
roturnino	doggo				damaga	ignoro	DB	±0±4			144±1		id	10.20		1.0		noro				

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
returning dagger +2 attack, +3 acid damage, ignore DR	+9+2	1d4+1+3 acid	19-20,x2	10	P/S	1.0	ignore DR
quarterstaff	+6	1d6+1	x2		В	2.0	

	FEATS & SPECIAL ABILITIE					F	FEA	TS &	SPECIA	AL ABILI	TIES					
Fa	miliar - Blue Ringed Octopus name: Vartuļa (UM-	117)		USES/DAY	USED	l l _{st}	ora enalle	s - witch's spel	lle s	NAME	ored in f	amiliar (li	ika ene	allbook)	USES/DAY	USED
_	±+5, AC 17+5, F2, R7, W1, HP4, bite+7, dam 1d2+		on					ch Spells (Su)								
⊢						-										
⊢	son -fort save DC 10, or lose 1 STR/rnd for 6 rnds, cu	ure.	save					Master (Ex)				Jiiiiiuiii	ale w	master		
⊢	Cloud (Ex) - emit 5; radius ink cloud						eak with	Animals of Its	S NI	na (E	:x)					
-	t (Ex) - The octopus can jet 60 feet in a straight lin	ie				l ⊢										
-	elligence = 10					l ⊢										
⊢	rtness - when near Master, master gains +4 perception, se		-			l ⊢										
-	npathic Link (Su) - share emotions w/ master w/in					l ⊢										
⊢	proved Evasion - on reflex save, no damage inst	ead	of 1/2			l ⊢										
Sh	are spells - personal spells may be cast on familiar					╵└										
	FOUIDMENT & MAGIC ITEM	15						F(OLI	IIDMI	FNT & I	MAGIC IT	TEMS			
¥	EQUIPMENT & MAGIC ITEM Underwater Adventurer's Pack	٥	QTY / USES	WGT N/A	WEIGHT	*	Corset	of dire witchcr		ITEM				QTY / USES	WGT N/A	WEIGHT
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H	-blanket	\top				╽┝╴										
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н	ADBAND:	S	ILVER													
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Г	RING:									LIGHT	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
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	SPELLS PER DAY							BLOC	ODLINES & PATRONS	SPELLS PER DAY									
CLAS	s	W	itch		LEVEL	10		BLOODLINE/PATRON		CI	LASS					LEVE	L		
SAVE [OC LEVEI	L TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN		BLOODLINE/PATRON				SAVE DC	LEVEL	TOTAL C	AB	ILITY	MISC	SPELLS KNOWN	
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									SPELLS										
LEVEL	PREP US		h's Hex	(APG-	66) (list	ed belo		e & description - usable many time	es per day	SCHOO	L	DI	URATION	RANGE	SAV	/E	SR	REFERENCE	
		Slur	nber - p	ut a cre	eature o	f any F	HD t	to sleep (1 attempt	per target per day)	Enchant	ment	1 1	rnd/lvl	30'	wi	II	no	APG-66	;
		Wat	er Lung	- air br	eather	can bre	eath	ne water or vice ver	·sa	Transmu	tation	1	min	touch	wi	II	no	UM-82	
		Cau	ldron - g	gain Bre	ew Poti	on as b	oonu	us peat, +4 craft ald	chemy									APG	
		Misfo	rtune - ro	II twice fo	r ability c	heck, att	tack	roll, saving throw, or ski	ill check, take the worse result.			2	rnds	30'	wi	II		APG	
		_							ows, or skill checks.			10) rnds	30'	wi	II		APG	_
		_	Swamp Hag (Sp) - walk through swamp as normal, leave no tracks Mud Witch (Su) - turn to ooze, move 20, swim 40, DR 10, resist cold 10															APG	_
		_							10, resist cold 10			lvl r	min/day					APG	_
			on Stee									6.4.6	(al					APG	_
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			nt (Su) -		iair to g	row up	0 10	To leet long and at	tack or manipulate				min/day min/day					APG APG	_
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		Reti	ibution	(Su) - ta	arget ta	kes ha	alf da	amage it deals, byp	passing all resistance						wi	II		APG	_
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			SPELLS			4			
LEVEL	PREP	USED	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.	necromancy	instant	close	will	yes	PCR-
0			Dancing Lights - Creates torches or other lights.	evocation	1 min	medium	none	no	PCR-
0				enchantment	1 rnd				PCR-
0			Daze - A single humanoid creature with 4 HD or less loses its next action.			close 60'	will	yes	
_			Detect Magic - Detects all spells and magic items within 60 ft.	divination	1 min/lvl		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	PCR-292
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		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			lcicle 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	yes	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	UM-234
1			Summon Monster I - summon dolphin	Conjuration	1 rnd/lvl	close	none	no	PCR-
1			Unseen Servant - Invisible force obeys your commands.	Conjuration	1 hr/lvl	close	none	no	PCR-
1			curse water - make water unholy	Necromancy	instant	touch	will	yes	PCR-
2			slipstream - increase move by 10, swim by 20	conjuration	10 min/lvl	touch	reflex	no	APG
2			Alter Self - Assume form of a Small or Medium humanoid.						PCR
2			Augury - Learns whether an action will be good or bad.						PCR
2			Blindness/Deafness - Makes subject blinded or deafened.						PCR
2			Blood Transcription - Learn a spell from the target's blood.						UM
2			Disfiguring Touch - Target becomes disfigured.						UM
2			Feast of Ashes - target starves with an insatiable hunger.						APG
2			Hold Person - Paralyzes one humanoid for 1 round/level.						PCR
2			Mad Hallucination - Target takes penalties to mental actions.						UM
2			Pox Pustules - Subject is sickened and has -4 Dex.						APG
2			Share Memory - Share one memory with the target.						UM
2			Spectral Hand - Creates disembodied glowing hand to deliver touch attacks.						PCR
2			Touch of Idiocy - Subject takes 1d6 penalty to Int, Wis, and Cha.						PCR
2			Unnatural Lust - Target is compelled to kiss or caress another.						UM
2			Vomit Swarm - Produces a spider swarm that fights for you.						APG

			SPELLS						
3	PREP	USED	Water breathing - allow targets to breather underwater	school transmutation	2 hrs/lvl	touch	will	yes	PCR
3			Bestow Curse6 to an ability; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					,	PCR
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.						PCR
3			Dispel Magic - Cancels one magical spell or effect.						PCR
3			Excruciating Deformation - Target takes Dex and Con damage.						UM
3			Lightning Bolt - Electricity deals 1d6/level damage.						PCR
3			Cup of Dust - Causes a creature to become dehydrated.						APG
3			Malediction - Touch to kill an unconscious creature						APG
3			Rain of Frogs - Summon a swarm of poisonous frogs.						UM
3			Reckless Infatuation - Target is compelled to stay near another.						APG
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.						PCR
3									PCR
			Remove Curse - Frees object or person from curse.						
3			Remove Disease - Cures all diseases affecting subject.						PCR
3			Unadulterated Loathing - Target is compelled to avoid another creature.						UM
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.						PCR
4			Control Water - lower or raise water 10'x10' by 2'/lvl	transmutation	10 min/lvl	long	none	no	PCR
4			Black Tentacles - Tentacles grapple all creatures within a 20-ft. spread.						PCR
4			Cape of Wasps - Wasp swarm defends or carries you.						UM
4			Curse of Magic Negation - Target gains the negated spellblight.						UM
4			Crushing Despair - Subjects take –2 on attack rolls, damage rolls, saves, and checks.						PCR
4			Fear- Subjects within cone flee for 1 round/level.						PCR
4			Fleshworm Infestation - Worms deal hp and Dex damage.						UM
4			Geas, Lesser - Commands subject of 7 HD or less.						PCR
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.						PCR
4			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.						PCR
4			Summon Accuser - Summons a single accuser devil from Hell to do your bidding.						RG
4			Volcanic Storm - Hot rocks deal 5d6 damage.						UM
5			geyser - hot water 5' sq rising 10'/2 IvIs for 3d6 fire dam + fall dam	conjuration	conc+1rnd/lv	long	reflex	no	APG
5			Baleful Polymorph - Turns subject into harmless animal.						PCR
5			Cloudkill - Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.						PCR
5			Curse, Major - As bestow curse, but harder to remove.						UM
5			Hold Monster - As hold person, but any creature.						PCR
5			Hostile Juxtaposition - link with a targeted creature, and switch spots with it.						UC
5			Smug Narcissism - Target is distracted by its sense of self.						UM
5			Suffocation - Target quickly suffocates to death.						APG
5			Summon Infernal Host - Summon host devils.						RG
5			Teleport - Instantly transports you as far as 100 miles per level						PCR