

Vrājitoare

CHARACTER		PLAYER	
Orc	Medium Female	5'3" 170 lbs thin, white red green	
RACE & LA	SIZE GENDER	HEIGHT WEIGHT HAIR EYES SKIN	
14 Chaotic Evil	Dretha (ISG-187)	Storvall Plateau, Varisia, Golarion (ISWG-197)	
AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPATION		
LANGUAGES: Orc, Common, Goblin, Gnome, Giant, Undercommon, Abyssal, Infernal			



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	16	4		
DEX	16	3	16			
CON	22	6	18		4	
INT	10	0	12	-2		
WIS	8	-1	10	-2		
CHA	6	-2	8	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
92	92	10	Witch	5	70		3	3	7	10
TOTAL HP			TOTALS							
92			5 70 0 3 3 7 10							

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	3				4	
TOUCH	13	-10+			3					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	9	3	6			
REF	6	3	3			
WILL	6	7	-1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	10		5			
RANGED	8		3			
CMB	11	5	CON	6		
CMD	23	-10+	B5B	0	8	



FEATS & FEATURES

Race: Orc (humanoid, orc) (ARG-138)	Extra Hex (x2)
darkvision 60', dazzled by bright sunlight	Split Hex - Hex affects two targets w/in 30' (UM)
ferocity: Continue to fight below 0 hp	Ritual Hex - Learn a Hex for 24 hrs that you don't know (OO)
Weapon Prof: Simple + Greataxes, falchions	Fire God's Blessing — Heal 1 hp/md you deal fire damage (OOG)
Class: Witch (APG-65) HD: d6, skills 2+ Con Mod	
Archetype: Scarred Witch Doctor (ARG-140)	
Constitution Dependent - Replace all Int Mod w/ Con Mod	
Hex Scar: carve symbol in flesh for each hex	
Fetish Mask (Su) - wooden mask replaces familiar	
- +2 intimidate, +2 heal & +2 save vs pain	
Armor Prof: None	
Witch Patron: Vengeance (UM-83)	

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	70
* ACROBATICS *	DEX	3	3		
* APPRAISE	INT	0	0		
* BLUFF	CHA	-2	-2		
* CLIMB *	STR	5	5		
* CRAFT: alchemy	INT	13	10	0	3
* DIPLOMACY	CHA	-2	-2		
* DISABLE DEVICE *	DEX		3		
* DISGUISE	CHA	-2	-2		
* ESCAPE ARTIST *	DEX	3	3		
* FLY *	DEX	16	10	3	3
* HANDLE ANIMAL	CHA		-2		
* HEAL	WIS	3	1	-1	3
* INTIMIDATE	CHA	6	5	-2	3
* KN: arcana	INT	13	10	0	3
* KN: history	INT	7	4	0	3
* KN: nature	INT	5	2	0	3
* KN: planes	INT	13	10	0	3
* KN:	INT		0		
* KN:	INT		0		
* LINGUISTICS	INT		0		
* PERCEPTION	WIS	-1	-1		
* PERFORM:	CHA	-2	-2		
* PROF: midwife	WIS	3	1	-1	3
* RIDE *	DEX	3	3		
* SENSE MOTIVE	WIS	-1	-1		
* SLEIGHT OF HAND *	DEX		3		
* SPELLCRAFT	INT	13	10	0	3
* STEALTH *	DEX	3	3		
* SURVIVAL	WIS	-1	-1		
* SWIM *	STR	5	5		
* USE MAGIC DEVICE	CHA	8	7	-2	3
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

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 105,000 / 105,000

SPEED	30	BASE	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 Cape of Goblin Hide +3	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+10	1d4+5	19-20,x2	10	P	1.0	
falchion of fire +3	+10+3	2d4+5+2d6 fire	15-20,x2		S	8.0	

SPELLS PER DAY

CLASS	Witch			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	6	4	2		
18	2nd	6	4	2		
19	3rd	4	3	1		
20	4th	4	3	1		
21	5th	3	2	1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hexes						
			scarschild (Su) - harden mutilated skin +lvl/2 natural AC	Transmutation	lvl min/day	personal			ARG
			slumber - cause a creature of any HD to fall asleep	Enchantment	1 rnd/lvl	30'	will	yes	APG
			scar - disfigure up to Con Mod victims, remove curse cures	Transmutation	permanent	1 mile	will		UM
			Unnerve Beasts (Su) - target is offensive to animals	Transmutation	Con Mod hrs		will		UM
			Swamp Hag (Sp) - travel swamps, quicksand as normal & leave no trace		continuous	personal	none	no	UM
			Mud Witch (Su) - transform into ooze mv 20, swim 40 DR 10/slash, cold resist 10	Transmutation	1 min/lvl				MC
			Misfortune - target must roll ALL ROLLS twice and take lower result		2 rnds	30'			APG
			Flight (su) - as per spell	Transmutation	1 min/lvl	personal			APG
			Retribution (Su) - target takes half damage it deals, bypassing all resist & DR		Con Mod Rnds	60'	will		APG
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy	instant	close	will	yes	PCR
0			Detect Magic - Detects all spells and magic items within 60 ft	Divination	conc+1min/lv	60'	none	no	PCR
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check	Divination	1 min	touch	will	yes	PCR
0			Touch of Fatigue Touch attack fatigues target.	Necromancy	1 rnd	touch	fort	yes	PCR
1			Bungle - Target takes a -20 penalty on its next attack roll or check	Enchantment	conc+2rnds	close	will	yes	UM
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation	instant	15'	reflex	yes	PCR
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	fort	yes	PCR
1			Command - One subject obeys selected command for 1 round.	Enchantment	1 rnd	close	will	yes	PCR
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment	2d4 rounds	close	will	yes	PCR
1			Mudball Blind an opponent with a ball of sticky mud.	Conjuration	instant	close	reflex	no	ARG
1			Reduce Person - Humanoid creature halves in size.	Transmutation	1 min/lvl	close	fort	yes	PCR

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Aboleth's Lung - Targets can breathe water &lose the ability to breathe air, divide duration among targets	Transmutation	1 hour/level	touch	will	yes	ARG
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage	Evocation	1 rnd/lvl	medium	reflex	yes	ACG
2			Augury - Learn whether an action will be good or bad.	Divination	instant	personal	none	no	PCR
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy	permanent	medium	fort	yes	PCR
2			Blood Blaze - Aura that makes injured creatures spray burning blood, 1d6 dam + splash	Transmutation	1 rnd/lvl	touch	fort	yes	ARG
2			Boiling Blood - x=3 Targets take 1 fire dam/rnd; orcs get +2 Strength.	Transmutation	conc+1rnd/lv	medium	fort	yes	UM
2			Burning Gaze - Inflict 1d6 fire damage to creature w/in 30' by looking at it.	Evocation	1 rnd/lvl	personal	fort	yes	APG
2			Ghostly Disguise You look like a ghost of yourself.	Illusion	10 min/lvl	personal	none	no	UM
2			Protective Penumbra - Shadow protects the target from light.	Evocation	10 min/lvl	touch	will	yes	UM
2			Psychic Leech - target is fatigues, caster gains +2 Str & Dex	enchantment	1 min/lvl	close	will	yes	OO
2			Sickening Strikes Sicken creatures you hit with melee attacks	Transmutation	1 rnd/lvl	personal	fort	yes	ARG
2			Steal Size - Reduce targets size by 1 and increase caster size by 1	Transmutation	1 min/lvl	close	fort	yes	GHH
2			Umbral Weapon - on miss, reroll attack, if hit deal 1d8 cold damage +1/2/lvl	Illusion	1 rnd/lvl	touch	none	yes	MTT
2			Vomit Swarm Produces a spider swarm that fights for you	Conjuration	1 rnd/lvl	personal	none	no	APG
2			Whip of Spiders Create a whip made of poisonous spiders.	Conjuration	1 rnd/lvl	0 ft	none	yes	ACG
3			Accursed Glare - Cause one creature to re-roll attack rolls and saving throws. taking the worse result.	Necromancy	1 day/lvl	close	will	yes	BotM
3			Agonizing Rebuke Deal nonlethal damage to the target every time it attempts to attack or harm you	Illusion	1 rnd/lvl	close	will	yes	ARG
3			Aura of Cannibalism - aura that saps the strength of others of your kind and channels their energy into you.	Necromancy	1 min/lvl	20'	fort	yes	MC
3			Bestow Curse -6 ability score; -4 attack rolls, saves, and checks; or 50% chance of losing each action.	Necromancy	permanent	touch	will	yes	PCR
3			Call the Void - Adjacent creatures take 2d6 dam, fatigued, cannot breathe, and cannot speak	Evocation	1 rnd/lvl	personal	reflex	yes	DEP
3			Excruciating Deformation - Target takes 2d6 dam, 1 Dex, 1 Con damage, mv -10 per round	Transmutation	1 rnd/lvl	touch	fort	yes	UM
3			Fearsome Duplicate - Make a monstrosly distorted duplicate of you +2 size and control it	Illusion	1 min/lvl	medium	will	no	ARG
3			Gloombind Bolts - Ranged touch attack for 4d6 negative, 3 bolts	Conjuration	instant	medium	reflex	yes	ARG
3			Lightning Bolt Electricity deals 1d6/level damage.	Evocation	instant	120'	reflex	yes	PCR
3			Reckless Infatuation - Target is compelled to stay near another	Enchantment	1 day/lvl	close	will	yes	UM
3			Strangling Hair Your hair animates and grapples.	Transmutation	conc.to.1r/l	close	none	yes	UM
3			Trial of Fire and Acid - target takes 1d6 points of acid damage and 1d6 points of fire damage each round.	Evocation	1 rnd/lvl	touch	fort	no	MC
3			Unadulterated Loathing - Target is compelled to avoid another creature.	Enchantment	1 day/lvl	close	will	yes	UM
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy	instant	touch	none	yes	PCR
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.	Evocation	1 rnd/lvl	medium	reflex	yes	ACG
4			Black Spot - curse give +2 attack & dam to foes, save or lose 1 Con per day	Necromancy	permanent	touch	will	yes	PotIS
4			Black Tentacles - Tentacles grapple all creatures within a 20-ft. spread.	Conjuration	1 rnd/lvl	medium	none	no	PCR
4			Charm Monster - Makes monster believe it is your ally	Enchantment	1 day/lvl	close	will	yes	PCR
4			Confusion - Subjects behave oddly for 1 round/level.	Enchantment	1 rnd/lvl	medium	will	yes	PCR
4			Crushing Despair - Subjects take -2 on attack rolls, damage rolls, saves, and checks.	Enchantment	1 min/lvl	30'	will	yes	PCR
4			Curse of Burning Sleep - Creature takes x=5d6 dam when it next sleeps for an hour.	Transmutation		close	will	yes	ACG
4			Fear - Subjects within cone flee for 1 round/level.	Necromancy	1 rnd/lvl	20'	will	yes	PCR
4			Fleshworm Infestation Worms deal 1d6 hp and 2 Dex damage and staggered	Conjuration	1 rnd/lvl	touch	fort	yes	UM
4			Hallucinogenic Smoke - Exhale 30' cloud of smoke causing nausea and visions	Conjuration	3 rnds/lvl	personal	fort	yes	F&P
4			Hellmouth Lash - Transform tongue into a whip of energy that deals 5d8 fire damage.	Transmutation	1 rnd/lvl	personal	none	no	ARG
4			Spite - Inflict touch spell upon creature that attacks you.	Abjuration	1 hr/lvl	personal	none	no	APG
4			Touch of Slime - Touch infests a target with green slime.	Conjuration	instant	touch	fort	yes	UM
4			Volcanic Storm - Fiery rocks deals 5d6 damage in cylinder 40 ft. across	Evocation	1 rnd/lvl	long	none	yes	UM

