Orc Medium Female GENDER RACE & LA SIZE 14 Dretha (ISG-187) Chaotic Evil

170 lbs 5'3" HEIGHT WEIGHT HAIR

thin, white Storvall Plateau, Varisia, Golarion (ISWG-197)

red

green

LANGUAGES: Orc, Common, Goblin, Gnoll, Giant, Underc	ommon, Abyssal, Infer		ON					l by Neceros.	Modified	by abell	ius@yah	oo.com.	. Version	1.0.2012	
	LUT	POINT	<u>'</u> د				CLA	SS RE	COPI)FP					
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	то	OTAL HP) !		AVORED CLASS	Witc	h 1	OTALS	5	70	0	3	3	7	10
CHA 6 -2 8 -2		CONDITIONS 8	& MISCELL	ANEOUS TRAC	KING				;	SKIL		NKS V	BILITY 1	RANKS TOTAL	70 MISC
RACIAL NOTES							*□ ACROBATIO	cs •	DI		3	INKS A	3	KATIVED	MISC
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SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP	C	OMBAT NO	OTES & MODI	FIERS	The state of	*☐ ESCAPE AR *☑ FLY •	TIST +	DE	_	6	10	3	3	
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							*□ RIDE • ±□ SENSE MO	TIVF	DI W	_	1		3 -1		
	S & FEATURES						☐ SLEIGHT O		DI	_			3		
Race: Orc (humanoid, orc) (ARG-138)	traits, feats, and character fea Extra Hex (x2)						✓ SPELLCRAF *□ STEALTH •	т	DI		3 /	10	3	3	
darkvision 60', dazzled by bright sunlight	Split Hex - He		s two t	targets	w/in 30'	(UM)	*□ SURVIVAL		w	_	1		-1		
ferocity: Continue to fight below 0 hp	Ritual Hex - Lear					` '	*□ SWIM • ✓ USE MAGI	c Dryier	S1 CH	_	5	7	5		
Weapon Prof: Simple + Greataxes, falchions	Fire God's Blessin					<u></u>	OSE WIAGI		STR	'` 	В	7	-2	3	
		ig — i leai	При	iu you ue	ai iiie uaii	iage (OOG)			STR		\perp				
Class: Witch (APG-65) HD: d6, skils 2+ Con Mc	<u> </u>								STR	\vdash	-	_			
Archetype: Scarred Witch Doctor (ARG-140)									STR						
Constitution Dependent - Replace all Int Mod w/ Con	Mod						MARK A TO SH		STR	丄					
Hex Scar: carve symbol in flesh for each hex							* SKILI	L CAN BE USE			ARMOR				BONUS
Fetish Mask (Su) - wooden mask replaces fam - +2 intimidate, +2 heal & +2 save vs pain	<u> </u>						EXPE	RIENCE DIUM 🗹 FAS	т 🗆 📙		05,000			05,00	
Armor Prof: None							SPEED			30	FLY	sv	VIM T	CLIMB	MISC
Witch Patron: Vengeance (UM-83)							INIT	3	<u> </u>	- [3	DEX MOD	+		MISC MOD
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ARMOR NAME & DESCRIPTION	R & WEAPONS	AC BONUS MA	AX DEX P	PENALTY SPE	L FAIL TYP	E WEIGHT	POOL PO	INIS							
ARMOR Cape of Goblin Hide +3		3	\perp		\perp	\bot									
SHIELD															
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS			DAMAC	iΕ	CRITICA	L RANGE	TYPE	WEIGHT	г		АММО	D & NOTE	ES	
dagger	+10			1d4+	-5	19-20,	x2 10	Р	1.0						
falchion of fire +3	+10+3		20	d4+5+2	d6 fire	15–20),x2	S	8.0						

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	NECK:	COLLEK						LIC	нт	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
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			SPELLS PER DAY	,		BLOODLINES & PATRONS				SPELLS P	PER DAY			
CLA	ss		Witch	LEVEL	10	BLOODLINE/PATRON		CLA	ss			LEVE	L	
SAV	E DC	LEVEL	TOTAL CLASS BONUS	MISC	SPELLS KNOWN	BLOODLINE/PATRON		SAV	VE DC LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN	
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CLOSE: 25FT +	50		MEDIUM: 100FT + 200	LONG: 400ft +	800	FOCUSED		CLOSE: 25FT +	25	MEDIUM: 100FT +	100	LONG: 400ft +	400	-
5FT / 2 LV	'L	TOTAL	10FT / LVL 200	40FT / LVL	CENT POINTS	PROHIBITED		5FT / 2 L	VL	TOFT / LVL	ABILITY OTHE	40FT / LV	IRRENT POINTS	_
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LEVEL	PREP	USED			N	AME & DESCRIPTION	SCHOOL		DURATION	RANGE	SAVE	SR	REFERENCE	-
<u> </u>			Hexes		4:1-4-	d alice the different AO	T	er e e					A D.O.	_
_			. ,			d skin +lvl/2 natural AC	Transmuta		lvl min/day	personal 30'	varill	VOC	ARG APG	_
_			slumber - cause a creature of any HD to fall asleep scar - disfigure up to Con Mod victims, remove curse cures						1 rnd/lvl permanent	1 mile	will	yes	UM	_
<u> </u>			Unnerve Beasts (Su) - traget is offensive to animals						on Mod hrs	1 111110	will		UM	-
┝			,			Transmata		continuous	personal	none	no	UM	-	
\vdash				Swamp Hag (Sp) - travel swamps, quicksand as normal & leave no trace Mud Witch (Su) - transform into ooze mv 20, swim 40 DR 10/slash, cold resist 1					1 min/lvl	percentai	110110	110	MC	-
			` ,			OLLS twice and take lower result	0 Transmuta		2 rnds	30'			APG	-
			Flight (su) - as per				Transmuta	tion	1 min/lvl	personal			APG	_
			. , .		kes hal	f damage it deals, bypassing all resist & DI	₹	С	on Mod Rnds	60'	will		APG	_
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Ļ			Disad. O:	4 - b '''	d and d	na An annuara dulina	NI		i	-1				_
0						re to resume dying.	Necroma		instant	close	will	yes	PCR	_
0						and magic items within 60 ft	Divination		onc+1min/lv	60'	none	no	PCR	-
0			Read Magic - Rea			saving throw, or skill check	Divination		10 min/lvl 1 min	personal touch	none will	no	PCR	-
			Touch of Fatigue				Necroma		1 rnd	touch	fort	yes	PCR	_
			_			y on its next attack roll or check	Enchantm	-	conc+2rnds	close	will	yes	UM	-
<u> </u>			Burning Hands - 10				Evocation		instant	15'	reflex	yes	PCR	_
1			-			s 1d6 damage and possibly 1 Str damage.	Necroma		instant	touch	fort	yes	PCR	-
1						elected command for 1 round.	Enchantm		1 rnd	close	will	yes	PCR	-
1			Hypnotism - Fasci				Enchantm		2d4 rounds	close	will	yes	PCR	_

Conjuration

Transmutation

instant

1 min/lvl

close

close

reflex

fort

no

yes

ARG

PCR

Mudball Blind an opponent with a ball of sticky mud.

Reduce Person - Humanoid creature halves in size.

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			SPELLS						
2	PREP	USED	NAME & DESCRIPTION Aboleth's Lung - Targets can breathe water &lose the ability to breathe air, divide duration among targets	SCHOOL Transmutation	1 hour/level	touch	will	yes	REFERENCE 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	-	ARG
\vdash								yes	
2			Boiling Blood - x=3 Targets take 1 fire dam/rnd; orcs get +2 Strength.	Transmutation		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	00
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 monstrously distorted duplicate of you +2 size and control it	Illusion	1 min/lvl	medium	will	no	ARG
3				Conjuration		medium	reflex		ARG
3			Gloomblind Bolts - Ranged touch attack for 4d6 negative, 3 bolts Lightning Bolt Electricity deals 1d6/level damage.	Evocation	instant instant	120'	reflex	yes	PCR
3				Enchantment				yes	UM
			Reckless Infatuation - Target is compelled to stay near another		1 day/lvl	close	will	yes	
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
<u> </u>									
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		UM
				•				yes	
4			Volcanic Storm - Fiery rocks deals 5d6 damage in cylinder 40 ft. across L BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://creativecom	Evocation	1 rnd/lvl	long	none	yes	UM

Sep.			SPELLS				v	70	
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Baleful Polymoph - Turns subject into harmless animal.	Transmutation	permanent	close	fort	yes	PCR
5			Cloudkill - Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	Conjuration	1 min/lvl	medium	fort	yes	PCR
5			Curse, Major - As bestow curse, but harder to remove.	Necromancy	permanent	close	will	yes	UM
5			Damnation Stride - Teleports you a short distance and produce a burst of fire 10' rad, 4d6 dam	Conjuration	instant	long	reflex,1/2	no	ARG
5			Ghoul Army - 1d4+1 ghouls and 1 ghast fight for you and explode when killed to deal damage	Necromancy	1 rnd/lvl	5'	fort	yes	ISM
5			Half-Blood Extraction M Transform a willing half-orc into a full-blooded orc	Transmutation	instant	touch	none	no	ARG
5			Hungry Earth - 20' rad ground attempts to pull creatures beneath (3 grapples = buried)	Transmutation	1 rnd/lvl	medium	none	no	MC
5			Magic Jar - Enables possession of another creature.	Necromancy	1 hr/lvl	medium	will	yes	PCR
5			Spellsteal - blast of energy disrupts arget's available magic and transfers knowledge to you.	Abjuration	instant	medium	will	yes	МС
5			Suffocation Target quickly suffocates to death	Necromancy	3 rnds	close	fort	yes	APG
5			Summon Infernal Host Summon 1d4+1 host or 1 greater host devils.	Conjuration	1 rnd/lvl	close	none	no	RG
5					instant				PCR
			Teleport Instantly transports you as far as 100 miles per level.	Conjuration		personal	none	no	
5			Wreath of Blades - 4 Four daggers speed around you, attacking nearby creatures and protecting your spellcasting	Abjuration	1 rnd/lvl	personal	reflex	no	UC
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