

Oops

Character Name
 Witch (Scarred Witch Doctor) 2
 CLASS
 2 (1) 1547 / 3300
 Character Level (CR) EXP/NEXT LEVEL

Len

Player Name
 Half-Orc / Humanoid
 RACE
 0 Male
 AGE GENDER

None

Region
 Medium / 5 ft.
 SIZE / FACE
 6' 5" / 283 lbs.
 HEIGHT / WEIGHT

Chaotic Neutral

Alignment
 Darkvision (60 ft.)
 VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	15	+2	15	+2		
CON Constitution	15	+2	15	+2		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	10	+0	10	+0		

HP hit points	16	WOUNDS/CURRENT HP			
AC armor class	12	10	12	10	0
INITIATIVE modifier		+4	+2	+2	
Encumbrance		Light			

SUBDUAL DAMAGE		DAMAGE REDUCTION				SPEED										
						Walk 30 ft.										
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
0		0	0	0	0	0	2	0	0	0	0	0	0	0	0	0
MISS CHANCE		Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST								
0		0	0	0	0	0	0	0								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	+0	+2	+0	+0	+0	
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0	
WILL (wisdom)	+6	+3	+2	+0	+1	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+1	+1	+0	+0	0	
RANGED attack bonus	+3	+1	+2	+0	+0	0	
CMB attack bonus	+2	+1	+1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	14	14	14	14	14	14

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d3+1	20/x2	5 ft.

*Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+3	1d4+1	2W-P(OH)	-3	1d4+1	
1H-O	-1	1d4	2W-P(OL)	-1	1d4+1	
2H	+3	1d4+1	2W-OH	-5	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d4+1	2W-P(OH)	-4	1d4+1	
1H-O	-2	1d4	2W-P(OL)	-2	1d4+1	
2H	+2	1d4+1	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +3		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d8	1d8	1d8	1d8	1d8	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

TOTAL SKILLPOINTS: 14		SKILLS		MAX RANKS: 2/2	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Appraise	INT	5	=	5	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	1	=	1	
✓ Craft (Untrained)	INT	5	=	5	
✓ Diplomacy	CHA	0	=	0	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	7	=	2 + 2 + 3	
✓ Heal	WIS	9	=	2 + 2 + 5	
✓ Intimidate	CHA	4	=	0 + 4	
Knowledge (Arcana)	INT	10	=	5 + 2 + 3	
Knowledge (Nature)	INT	10	=	5 + 2 + 3	
Knowledge (Planes)	INT	10	=	5 + 2 + 3	
✓ Perception	WIS	3	=	2 + 1	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	2	=	2	
Spellcraft	INT	10	=	5 + 2 + 3	
✓ Stealth	DEX	2	=	2	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	1	=	1	
Use Magic Device	CHA	5	=	0 + 2 + 3	
			=	+ + +	
			=	+ + +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Dagger	Equipped	1	1 / 302
Outfit (Traveler's)	Equipped	1	5 / 0
Backpack, Common	Equipped	1	2 / 2
<small>26 lbs., 10 Torch, 1 Soap (per lb.), 5 Rations (Trail/Per Day), 1 Mess Kit, 1 Candles (10), 1 Bedroll, 1 Dagger, 3 Oil (1 Pint Flask)</small>			
Torch	Backpack, Common	10	1 (10) / 0 (0.1)
<small>□□□□□ □□□□□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>			
Soap (per lb.)	Backpack, Common	1	1 / 0.5
Rations (Trail/Per Day)	Backpack, Common	5	1 (5) / 0.5 (2.5)
<small>□□□□□</small>			
Mess Kit	Backpack, Common	1	1 / 0.2
Candles (10)	Backpack, Common	1	0 / 0.1
<small>Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.</small>			
Bedroll	Backpack, Common	1	5 / 0.1
Dagger	Backpack, Common	1	1 / 2
Oil (1 Pint Flask)	Backpack, Common	3	1 (3) / 0.1 (0.3)
<small>□□□</small>			
Belt Pouch	Equipped	1	0.5 / 1
<small>0 lbs., 1 Inkpen, 1 Ink (1 oz. Vial), 10 Chalk (1 Piece), 1 Flint and Steel</small>			
Inkpen	Belt Pouch	1	0 / 0.1
Ink (1 oz. Vial)	Belt Pouch	1	0 / 8
Chalk (1 Piece)	Belt Pouch	10	0 (0) / 0 (0.1)
Flint and Steel	Belt Pouch	1	0 / 1
Spell Component Pouch	Equipped	1	2 / 5
Waterskin (Filled)	Equipped	1	4 / 1
Crossbow, Light	Carried	1	4 / 35
Bolt, Crossbow	Carried	25	0.1 (2.5) / 0.1 (2.5)
<small>□□□□□ □□□□□ □□□□□ □□□□□ □□□□□</small>			
Fetish Mask	Equipped	1	0 / 0
<small>A Scarred Witch Doctor forms a bond with a wooden mask.</small>			
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	363.5gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
Heavy	130	Push / Drag	650

MONEY	
Total=	0 gp [Unspent Funds = 26 gp]

MAGIC

Languages	
Abyssal, Common, Draconic, Giant, Gnome, Goblin, Orc	

Other Companions

Archetypes

Scarred Witch Doctor [Paizo Inc. - Advanced Race Guide, p.140]

The scarred witch doctor draws power from her ability to endure pain and suffering. She mutilates her own flesh, inflicting horrific scars, in order to attract the attention of her patron. Rather than call forth a familiar, she creates a repulsive fetish mask that she uses as a repository for her power.

Traits

Indomitable Faith [Paizo Publishing - Ultimate Campaign]

You were born in a region where your faith was not popular, but you still have never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive. You gain a +1 trait bonus on Will saves.

Reactionary [Paizo Inc. - Advanced Player's Guide, p.328]

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

Special Qualities

Cackle (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch can cackle madly as a move action. This hex can be used only once per round. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Cantrips

[Paizo Inc. - Advanced Player's Guide, p.65]

You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Darkvision (Ex)

[Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deception Patron

[Paizo Inc. - Advanced Player's Guide]

Fetish Mask (Su)

[Paizo Inc. - Advanced Race Guide, p.140]

A scarred witch doctor forms a bond with a wooden mask. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque as it absorbs the weight of the self-induced pain that underlies her magic. Her spells derive from the insights her patron grants her while she's enduring the cuts, burns, and other sorts of mutilations she inflicts upon herself. Her fetish mask acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. Rather than communing with a familiar to prepare spells each day, a scarred witch doctor hangs her mask on a wall, tree branch, or something similar and contemplates the agony it represents. When wearing her fetish mask, a scarred witch doctor gains a +2 circumstance bonus on Heal and Intimidate checks and gains a +2 bonus on saving throws against effects that specifically cause pain or have the pain descriptor. If the mask is destroyed, the witch doctor can create another fetish mask (which almost immediately adopts the shocking appearance of the original) for the same price and time it takes a witch to replace a dead familiar.

Fierce Intelligence

[Paizo Inc. - Advanced Race Guide]

A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st level, and any effects of her hexes determined by her Intelligence. BONUS:STAT

Grand Hexes

[Paizo Inc. - Advanced Race Guide, p.141]

The following grand hexes complement the scarred witch doctor archetype: death curse, natural disaster, dire prophecy.

Hex

[Paizo Inc. - Advanced Player's Guide]

Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2-10. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier. Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is 17.

Hexes

[Paizo Inc. - Advanced Race Guide, p.141]

The following hexes complement the scarred witch doctor archetype: evil eye, misfortune, scar, unnerve beasts.

Hex Scar

[Paizo Inc. - Advanced Race Guide, p.140]

Whenever a scarred witch doctor learns a hex, she must carve or brand a symbol in her flesh to represent this hex. She can disguise these scars with mundane or magical means, but they cannot be permanently removed.

Humanoid Traits (Ex)

[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Intimidating (Ex)

[Paizo Inc. - Core Rulebook, p.25]

Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Major Hexes

[Paizo Inc. - Advanced Race Guide, p.141]

The following major hexes complement the scarred witch doctor archetype: agony, nightmare, cook people, infected wounds.

Orc Blood (Ex)

[Paizo Inc. - Core Rulebook, p.25]

Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex)

[Paizo Inc. - Core Rulebook, p.25]

1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Scarshield (Su)

[Paizo Inc. - Advanced Race Guide, p.141]

A scarred witch doctor learns how to harden her mutilated skin, gaining an enhancement bonus to her natural armor bonus equal to 1. She can use this ability for 2 minutes per day. These minutes do not need to be consecutive but she must spend them in 1-minute increments. This ability replaces the witch's 1st-level hex.

Slumber (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

If the creature fails a will save, it falls into a deep, magical sleep for 2 rounds. This hex can affect a creature of any HD.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Witch Patron Spells [Paizo Inc. - Advanced Player's Guide]

At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At 2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. Spells marked with an asterisk (*) appear in Chapter 5 of this book. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the witch to decide.

Feats

Extra Hex [Paizo Inc. - Advanced Player's Guide, p.160]

You have learned the secrets of a new hex.

You gain one additional hex. You must meet all of the prerequisites for this hex. Special - You can gain Extra Hex multiple times.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Falchion, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Greataxe, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pitchfork, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Witch Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	4	—	—	—	—	—	—	—	—
Concentration	+7									

LEVEL 0 / Per Day:4 / Caster Level:2

Name	School	Time	Duration	Range	Source
Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft. EFFECT: This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. [SR:No]					
Bleed	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR:p.249
[V, S] TARGET: One living creature: EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage. [SR:Yes; DC:15, Will negates]					
Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (120 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. [SR:No]					
Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:15, Will negates]					
Detect Magic	Divination	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power. Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
Detect Poison	Divination	1 standard action	Instantaneous	Close (30 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:15, Will negates (harmless)]					
Light	Evocation [Light, WoodSchool]	1 standard action	20 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 2 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Message	Transmutation, AirSchool [Language-Depend]	1 standard action	20 minutes	Medium (120 ft.)	CR:p.313
[V, S, F] TARGET: 2 creatures; EFFECT: You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. [SR:No]					
Putrefy Food and Drink	Transmutation [Poison]	1 standard action	Instantaneous	10 ft.	APG:p.237
[V, S] TARGET: 2 cu. ft. of food and water or one potion; see text; EFFECT: This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by putrefy food and drink, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a saving throw. [SR:Yes (object); DC:15, Will negates (object)]					
Read Magic	Divination	1 standard action	20 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.246
[V or S] TARGET: One fine object; EFFECT: You can make an unattended fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:15, Fortitude negates (object)]					
Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (30 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Touch of Fatigue	Necromancy	1 standard action	2 rounds	Touch	CR:p.360
[V, S, M] TARGET: One living creature; EFFECT: You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires. [SR:Yes; DC:15, Fortitude negates]					

LEVEL 1 / Per Day:4 / Caster Level:2

Name	School	Time	Duration	Range	Source
Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (30 ft.)	UM:p.218
[V, S] TARGET: One living creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:16, Fortitude partial (see text)]					
Enlarge Person	Transmutation	1 round	2 minutes [D]	Close (30 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum of 1], and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage [see Table: Tiny and Large Weapon Damage]. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell. [SR:Yes; DC:16, Fortitude negates]					

* =Domain/Specialty Spell

Witch Spells

□□□□	Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 2 creatures touched; EFFECT: Target takes 1d6+2 nonlethal cold damage and is fatigued. [SR:Yes]						
□□□□	Ill Omen	Enchantment (Compulsion) [Mind-Affecting,]	t1 standard action	2 rounds or until discharged	Close (30 ft.)	APG:p.229
[V, S, M] TARGET: one creature; EFFECT: You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll [to a maximum of five rolls at 20th level]. A target who can speak and has at least one free hand and who is aware of the spell and its effects [such as from a Spellcraft check to identify the spell as it is cast] can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune. [SR:Yes]						
□□□□	Mage Armor	Conjuration (Creation) [Force]	1 standard action	2 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. [SR:No; DC:16, Will negates (harmless)]						
□□□□	Mount	Conjuration (Summoning)	1 round	4 hours [D]	Close (30 ft.)	CR:p.315
[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. [SR:No]						
□□□□	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	2 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]						
□□□□	Peacebond	Abjuration	1 standard action	2 minutes	Close (30 ft.)	UC:p.238
[S] TARGET: one sheathed or slung weapon; EFFECT: You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check [DC equal to the saving throw DC] to do so, provoking attacks of opportunity whether the attempt succeeds or fails. [SR:Yes (object); DC:16, Will negates (object)]						
□□□□	Reduce Person	Transmutation	1 round	2 minutes [D]	Close (30 ft.)	CR:p.330
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet [meaning that it must enter an opponent's square to attack]. A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person. Reduce person can be made permanent with a permanency spell. [SR:Yes; DC:16, Fortitude negates]						
□□□□	Ventriloquism	Illusion (Figment)	1 standard action	2 minutes [D]	Close (30 ft.)	CR:p.365
[V, F] TARGET: Intelligible sound, usually speech; EFFECT: You can make your voice [or any sound that you can normally make vocally] seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory [but still hears it]. [SR:No; DC:16, Will disbelief (if interacted with)]						

* =Domain/Speciality Spell

Oops

Half-Orc

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 5"

HEIGHT

283 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: