

Oops

Character Name
 Witch (Scarred Witch Doctor) 6
 CLASS
 6 (5) 15000 / 23000
 Character Level (CR) EXP/NEXT LEVEL

Len

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

None

Region
 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	23	+6	23	+6		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	10	+0	10	+0		

HP 38
Hit points

AC 12
armor class

INITIATIVE +4
modifier

Encumbrance Light

WOUNDS/CURRENT HP

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

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST

SAVING THROWS

FORTITUDE (constitution) +5 = +2 +2 +1 +0 +0

REFLEX (dexterity) +5 = +2 +2 +1 +0 +0

WILL (wisdom) +9 = +5 +2 +1 +1 +0

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

MELEE attack bonus +4 = +3 +1 +0 +0 +0

RANGED attack bonus +5 = +3 +2 +0 +0 +0

CMB attack bonus +4 = +3 +1 +0 +0 +0

GRAPPLE TRIP DISARM SUNDER BULL RUSH OVERRUN

CMB +4 +4 +4 +4 +4 +4

CMD 16 16 16 16 16 16

UNARMED (nonlethal only)

TOTAL ATTACK BONUS +4 DAMAGE 1d3+1 CRITICAL 20/x2 REACH 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	+5	1d4+1	2W-P-(OH)	-1	1d4+1
1H-O	+1	1d4	2W-P-(OL)	+1	1d4+1
2H	+5	1d4+1	2W-OH	-3	1d4
TH	10 ft. +6	20 ft. +4	30 ft. +2	40 ft. +0	50 ft. -2
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	+4	1d4+1	2W-P-(OH)	-2	1d4+1
1H-O	+0	1d4	2W-P-(OL)	+0	1d4+1
2H	+4	1d4+1	2W-OH	-4	1d4
TH	10 ft. +5	20 ft. +3	30 ft. +1	40 ft. -1	50 ft. -3
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1

Oil (1 Pint Flask)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	F	M	20/x2	5 ft.
TH	10 ft. +5	20 ft. +3	30 ft. +1	40 ft. -1	50 ft. -3
Dam	1d6	1d6	1d6	1d6	1d6

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

*: 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: 48

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Appraise	INT	10	=	6 + 4	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	1	=	1	
✓ Craft (Alchemy)	INT	13	=	6 + 4 + 3	
✓ Craft (Untrained)	INT	6	=	6	
✓ Diplomacy	CHA	0	=	0	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	11	=	2 + 6 + 3	
✓ Heal	WIS	9	=	2 + 2 + 5	
✓ Intimidate	CHA	4	=	0 + 4	
Knowledge (Arcana)	INT	15	=	6 + 6 + 3	
Knowledge (Nature)	INT	15	=	6 + 6 + 3	
Knowledge (Planes)	INT	15	=	6 + 6 + 3	
✓ Perception	WIS	5	=	2 + 3	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	2	=	2	
✓ Spellcraft	INT	15	=	6 + 6 + 3	
✓ Stealth	DEX	2	=	2	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	1	=	1	
Use Magic Device	CHA	9	=	0 + 6 + 3	
			=	+ +	
			=	+ +	

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

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

Thunderstone		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +5		Damage:		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+3	+3	+1	-1	-3	
Dam						

Special Properties: Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.

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

Dagger +1 (Silver)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d4+1	2W-P-(OH)	-1	1d4+1	
1H-O	+1	1d4	2W-P-(OL)	+1	1d4+1	
2H	+5	1d4+1	2W-OH	-3	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

Special Properties: 10 hp/inch, hardness 8

EQUIPMENT		LOCATION	QTY	WT / COST
ITEM				
Hand of the Mage		Equipped	1	2 / 900
Masterwork Dagger		Equipped	1	1 / 302
Outfit (Cold-Weather)		Equipped	1	0 / 0
+5 circumstance bonus on Fortitude saves vs cold weather				
Cloak of Resistance +1		Equipped	1	1 / 1,000
Robe of Useful Items		Equipped	1	1 / 7,000
Backpack, Common		Equipped	1	2 / 2
17.5 lbs., 1 Soap (per lb.), 5 Rations (Trail/Per Day), 1 Mess Kit, 1 Candles (10), 1 Bedroll, 1 Dagger, 3 Oil (1 Pint Flask), 4 Greenblood Oil, 1 Dagger (Alchemical Silver), 1 Smokestick, 1 Potion of Endure Elements, 1 Potion of Cure Light Wounds				
Soap (per lb.)		Backpack, Common	1	1 / 0.5
Rations (Trail/Per Day)		Backpack, Common	5	1 (5) / 0.5 (2.5)
Mess Kit		Backpack, Common	1	1 / 0.2
Candles (10)		Backpack, Common	1	0 / 0.1
Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.				
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)
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Greenblood Oil		Backpack, Common	4	0 (0) / 100 (400)
Injury; Fort DC 13; Freq 1 rnd (4); Effect 1 Con dmg; Cure 1 save				
Dagger (Alchemical Silver)		Backpack, Common	1	1 / 22
10 hp/inch, hardness 8				
Smokestick		Backpack, Common	1	0.5 / 20
creates 10ft cube of smoke as per fog cloud				
Potion of Endure Elements		Backpack, Common	1	0 / 50
Grants protection from harm from being in a hot or cold environment for 24 hours				
Potion of Endure Elements		Belt Pouch	1	0 / 50
TOTAL WEIGHT CARRIED/VALUE				40.57 lbs. 13,992.4gp

EQUIPMENT		LOCATION	QTY	WT / COST
ITEM				
Grants protection from harm from being in a hot or cold environment for 24 hours				
Potion of Cure Light Wounds		Backpack, Common	1	0 / 50
Cures 1d8+1 points of damage				
Belt Pouch		Equipped	1	0.5 / 1
2.07 lbs., 1 Inkpen, 1 Ink (1 oz. Vial), 10 Chalk (1 Piece), 1 Flint and Steel, 1 Thunderstone, 1 Wand of Color Spray, 1 Potion of Endure Elements, 1 Potion of Levitate, 1 Alchemical book, 1 Scroll (Threefold Aspect), 1 Scroll (Comprehend Languages)				
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
Thunderstone		Belt Pouch	1	1 / 30
Ranged attack on target square (AC5), 10ft radius effect, DC15 fortitude save or be deafened, Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.				
Wand of Color Spray		Belt Pouch	1	0.1 / 750
A vivid cone of flashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.				
Potion of Levitate		Belt Pouch	1	0 / 300
Levitate up or down for 3 minutes				
Alchemical book		Belt Pouch	1	1 / 10
(Traveling Formula Book (Blank))				
Scroll (Threefold Aspect)		Belt Pouch	1	0 / 700
(Scroll (Threefold Aspect/Witch/7th/Arcane/Medium))				
Scroll (Comprehend Languages)		Belt Pouch	1	0 / 25
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)
Dagger +1 (Silver)		Carried	1	1 / 2,322
10 hp/inch, hardness 8				
Fetish Mask		Equipped	1	0 / 0
A Scarred Witch Doctor forms a bond with a wooden mask.				
TOTAL WEIGHT CARRIED/VALUE				40.57 lbs. 13,992.4gp

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

MONEY
Total = 0 gp [Unspent Funds = 508.13 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	
Bonus Witch Spell (3x)	[Paizo Inc. - Advanced Race Guide]

Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

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]

Deliver Touch Spells (Su) [Paizo Inc. - Advanced Player's Guide, p.69]

Your familiar can deliver touch spells or hexes for you. If you and your familiar are in contact at the time you cast the touch spell, you can designate your familiar as the "toucher". Your familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates. If you activate a hex, your familiar can be used to make the touch. You do not have to be in contact with your familiar to use this ability.

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

The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 10 rounds. A Will save reduces this to just 1 round. This is a mind-affecting effect.

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.

Fetish Mask (Su) [Paizo Inc. - Advanced Race Guide, p.140]

The scarred witch doctor gains the ability to add magical abilities to her mask as if she had the Craft Wondrous Item feat.

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 22.

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 3. She can use this ability for 6 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 6 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

Ability Focus (Witch Hex) [Paizo Inc. - Bestiary, p.314]

One of this creature's special attacks is particularly difficult to resist.

Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Accursed Hex [Paizo Inc. - Ultimate Magic, p.143]

You can make a second attempt at failed hexes.

When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

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)

Hand of the Mage Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR:p.306

[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. **[SR:No]**

* =Domain/Specialty Spell

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR:p.306

[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. **[SR:No]**

* =Domain/Specialty Spell

Witch Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5	5	3	—	—	—	—	—	—
Concentration	+12									

LEVEL 0 / Per Day:4 / Caster Level:6

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 (40 ft.)	CR:p.249
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[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:16, Will negates]**

▣▣▣▣ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (160 ft.)	CR:p.263
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[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'-wisp], 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 (40 ft.)	CR:p.264
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[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:16, Will negates]**

▣▣▣▣ Detect Magic	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
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[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 auras, 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 (40 ft.)	CR:p.268
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[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
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[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:16, Will negates (harmless)]**

▣▣▣▣ Light	Evocation [Light, WoodSchool]	1 standard action	60 minutes	Touch	CR:p.304
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[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
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[V, S] TARGET: One object of up to 6 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:16, Will negates (harmless, object)]**

▣▣▣▣ Message	Transmutation, AirSchool [Language-Deper]	1 standard action	60 minutes	Medium (160 ft.)	CR:p.313
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[V, S, F] TARGET: 6 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
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[V, S] TARGET: 6 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:16, Will negates (object)]**

▣▣▣▣ Read Magic	Divination	1 standard action	60 minutes	Personal	CR:p.330
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[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
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[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:16, Will negates (harmless)]**

▣▣▣▣ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (40 ft.)	APG:p.246
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[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:16, Fortitude negates (object)]**

▣▣▣▣ Stabilize	Conjuration [Healing]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.348
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[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:16, Will negates (harmless)]**

* =Domain/Specialty Spell

Witch Spells

□□□□	Touch of Fatigue	Necromancy	1 standard action	6 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; 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:16, Fortitude negates]						

LEVEL 1 / Per Day:5 / Caster Level:6

Name	School	Time	Duration	Range	Source
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□□□□	Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level [maximum 5d4]. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action. [SR:Yes; DC:17, Reflex half]						

□□□□	Charm Person	Enchantment (Charm) [Mind-Affecting, Wo]	1 standard action	6 hours	Close (40 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:17, Will negates]						

□□□□	Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 6 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level. [SR:Yes; DC:17, Fortitude partial or Will negates; see text]						

□□□□	Command	Enchantment (Compulsion) [Language-Dep]	1 standard action	1 round	Close (40 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:17, Will negates]						

□□□□	Comprehend Languages	Divination	1 standard action	60 minutes	Personal	CR:p.258
[V, S, M/DE] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.						

□□□□	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:17, Will half (harmless); see text]						

□□□□	Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (40 ft.)	UM:p.218
[V, S] TARGET: One 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 per two caster levels [maximum 5d6]. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:17, Fortitude partial (see text)]						

□□□□	Enlarge Person	Transmutation	1 round	6 minutes [D]	Close (40 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:17, Fortitude negates]						

□□□□	Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 6 creatures touched; EFFECT: Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level. [SR:Yes]						

□□□□	Ill Omen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	6 rounds or until discharged	Close (40 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	6 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:17, Will negates (harmless)]						

□□□□	Mount	Conjuration (Summoning)	1 round	12 hours [D]	Close (40 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	6 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	6 minutes	Close (40 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:17, Will negates (object)]						

□□□□	Reduce Person	Transmutation	1 round	6 minutes [D]	Close (40 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:17, Fortitude negates]						

□□□□	Remove Sickness	Conjuration (Healing)	1 standard action	60 minutes; see text	Close (40 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]						

□□□□	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	6 minutes	Medium (160 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. [SR:Yes; DC:17, Will negates]						

□□□□	Ventriloquism	Illusion (Figment)	1 standard action	6 minutes [D]	Close (40 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:17, Will disbelief (if interacted with)]						

□□□□	Youthful Appearance	Transmutation (Polymorph)	1 standard action	6 hours	Touch	UM:p.249
[V, S] TARGET: Creature touched; EFFECT: You make your target look like a younger version of itself. You select how much younger it looks [for example, ♦10 years ♦ or ♦ as a young adult ♦]. You cannot otherwise change details of the target's appearance other than those directly associated with aging [for example, gray hair returns to its original color]. The target cannot appear so much younger than it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.						

LEVEL 2 / Per Day:5 / Caster Level:6

Name	School	Time	Duration	Range	Source
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□□□□	Alter Self	Transmutation (Polymorph)	1 standard action	6 minutes [D]	Personal	CR:p.240
[V, S, M] TARGET: You; EFFECT: When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity. Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.						

* =Domain/Specialty Spell

Witch Spells

■■■■■	Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (160 ft.)	CR:p.250
[V]	TARGET: One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:18, Fortitude negates]					
■■■■■	Blood Transcription	Divination [Evil]	1 standard action	24 hours	Touch	UM:p.209
[V, S]	TARGET: One dead spellcaster; EFFECT: By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster [this must be a spell on your spell list]; you gain the knowledge of this spell for 24 hours. During this time, you may write it down [or teach it to your familiar, if you are a witch] using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally. [SR:No]					
■■■■■	Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:18, Will half (harmless) or Will half; see text]					
■■■■■	Delay Poison	Conjuration (Healing)	1 standard action	6 hours	Touch	CR:p.265
[V, S, DF]	TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■	False Life	Necromancy	1 standard action	6 hours or until discharged; see text	Personal	CR:p.280
[V, S, M]	TARGET: You; EFFECT: You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level [maximum +10].					
■■■■■	Flurry of Snowballs	Evocation [Cold, Water]	1 standard action	Instantaneous	30 ft.	AP67:p.72
[V, S]	TARGET: Cone-shaped burst; EFFECT: [SR:No; DC:18, Reflex half]					
■■■■■	Glitterdust	Conjuration, EarthSchool (Creation) [Metal]	1 standard action	6 rounds	Medium (160 ft.)	CR:p.290
[V, S, M (ground mica)]	TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks. [SR:No; DC:18, Will negates (blinding only)]					
■■■■■	Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	6 rounds [D]; see text	Medium (160 ft.)	CR:p.296
[V, S, F/DF]	TARGET: One humanoid creature; EFFECT: The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. [SR:Yes; DC:18, Will negates; see text]					
■■■■■	Invisibility	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF]	TARGET: You or a creature or object weighing no more than 600 lbs.; EFFECT: The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. [SR:Yes (harmless) or yes (harmless, object); DC:18, Will negates (harmless) or Will negates (harmless, object)]					
■■■■■	Returning Weapon	Conjuration (Teleportation)	1 standard action	6 minutes	Close (40 ft.)	UC:p.242
[V, S]	TARGET: one weapon that can be thrown; EFFECT: For the duration of the spell, the target weapon acts as if it had the returning weapon special ability [see page 471 of the Core Rulebook]. This spell can be used as the prerequisite for the returning weapon special ability. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■	Scare	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	6 rounds or 1 round; see text for cause fe	Medium (160 ft.)	CR:p.336
[V, S, M]	TARGET: 2 living creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened. [SR:Yes; DC:18, Will partial]					

LEVEL 3 / Per Day:3 / Caster Level:6

Name	School	Time	Duration	Range	Source	
■■■■■	Barrow Haze	Necromancy	1 standard action	6 minutes	Medium (160 ft.)	ACG:p.174
[V, S]	TARGET: fog spreads in 20-ft. radius, 20 ft. high; EFFECT: Barrow haze creates a bank of fog similar to that created by fog cloud, except that the vapors are black and they have a necromantic link to you. The vapors do not interfere with your vision. Because of your link to the haze, if any part of it is within 30 feet of you, any creatures within the haze count as in range for the purpose of using any of your hexes that have a maximum range of 30 feet. For example, suppose you have the slumber hex, you are 25 feet from one edge of the haze, and an opponent is 40 feet farther away at the other extreme of the cloud. You can use your slumber hex on that opponent even though it is actually 65 feet away from you. [SR:No; DC:19, none]					
■■■■■	Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S]	TARGET: Creature touched; EFFECT: You place a curse on the subject. Choose one of the following... -6 decrease to an ability score [minimum 1],... -4 penalty on attack rolls, saves, ability checks, and skill checks... Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse. [SR:Yes; DC:19, Will negates]					
■■■■■	Blink	Transmutation	1 standard action	6 rounds [D]	Personal	CR:p.250
[V, S]	TARGET: You; EFFECT: You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're both ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% [for concealment]. If the attacker can see invisible creatures, the miss chance is also only 20%. [For an attacker who can't see and strike ethereal creatures, there is no miss chance.] Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane [but they might affect targets on the Ethereal Plane]. While blinking, you take only half damage from area attacks [but full damage from those that extend onto the Ethereal Plane]. Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through [but not see through] solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.					
■■■■■	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.272
[V, S]	TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stoneskin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
■■■■■	Fly	Transmutation, AirSchool	1 standard action	6 minutes	Touch	CR:p.284
[V, S, F]	TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■	Irrisen Mirror Sight	Divination (Scrying)	10 minutes	6 minutes	See text	AP67:p.73
[V, S, F]	TARGET: Magical sensor; EFFECT: [SR:No]					
■■■■■	Lightning Bolt	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M]	TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level [maximum 10d6] to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. [SR:Yes; DC:19, Reflex half]					
■■■■■	Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S]	TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:19, Will negates (harmless)]					

* = Domain/Specialty Spell

Witch Spells

☐☐☐☐ **Screech**

Evocation [Sonic]

1 standard action

Instantaneous

30 ft.

APG:p.241

[V] TARGET: 30-ft.-radius spread centered on you; **EFFECT:** You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech. **[SR:Yes; DC:19, Fortitude negates]**

☐☐☐☐ **Suggestion**

Enchantment (Compulsion) [Language-Dep]

1 standard action

6 hours or until completed

Close (40 ft.)

CR:p.350

[V, M] TARGET: One living creature; **EFFECT:** You influence the actions of the target creature by suggesting a course of activity [limited to a sentence or two]. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty [such as -1 or -2]. **[SR:Yes; DC:19, Will negates]**

☐☐☐☐ **Vampiric Touch**

Necromancy

1 standard action

Instantaneous/1 hour; see text

Touch

CR:p.364

[V, S] TARGET: Living creature touched; **EFFECT:** You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels [maximum 10d6]. You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score [which is enough to kill the subject]. The temporary hit points disappear 1 hour later. **[SR:Yes]**

* =Domain/Speciality Spell

Hand of the Mage Spell-like Abilities

At Will Mage Hand

Magic Item Spell-like Abilities

At Will Mage Hand

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:

Robe of Useful Items:

Dagger

Bullseye Lantern (full and lit)

Mirror (steel 2' x 4')

10' pole

hemp rope 50'

sack

Bag of 100 gold

alchemist's Fire

alchemist's Fire

alchemist's Fire

Ladder

open pit (10' x 10' x 10')

potion of cure serious wounds

row boat (12' long)

pair of war dogs

window (2' x 4' x 2' thick)

Biography: