

## Oops

Player: Len

**Male half-orc witch (scarred witch doctor) 17 - CR 16**

Chaotic Neutral Humanoid (Human, Orc); Atheist; Age: 22;

Height: 6' 5"; Weight: 278 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	15/21	+2/+5	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	28/34	+9/+12	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	10	0	

Saving Throw    Total    Base    Ability    Resist    Misc    Temp    Notes

<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+5	+2	+5			
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Fetish Mask: +2 vs. effects that cause pain or have the [pain] descriptor

<b>REFLEX</b> (DEXTERITY)	+15 =	+5	+5	+5			
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Fetish Mask: +2 vs. effects that cause pain or have the [pain] descriptor

<b>WILL</b> (WISDOM)	+18 =	+10	+2	+5	+1		
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Fetish Mask: +2 vs. effects that cause pain or have the [pain] descriptor

### Spell Resistance (27)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 21 =	+4		+5		+1	+1		

<b>Touch AC</b> 16	<b>Flat-Footed AC</b> 16
	BAB    Strength    Size    Misc

<b>CM Bonus</b> +9 =	+8	+1	-	-
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<b>CM Defense</b> 25 = 10	BAB	Strength	Dexterity	Size
	+8	+1	+5	-

<b>Base Attack</b>	+8	<b>HP</b>	103
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<b>Initiative</b>	+12	Damage / Current HP
<b>Speed</b>	30 ft	

### Light crossbow

Ranged: +11, 1d8

Ranged, both hands: +13, 1d8

Ranged w/ offhand: +5, 1d8

Ranged w/ light off: +7, 1d8

Ranged offhand: +3, 1d8

Crit: 19-20/x2

Rng: 80'

2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+5	DEX (5)	-	
<b>Appraise</b>	+16	INT (12)	4	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+1	STR (1)	-	
<b>Craft (alchemy)</b>	+28	INT (12)	13	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+5	DEX (5)	-	
<b>Fly</b>	+29	DEX (5)	17	
<b>Heal</b>	+9	WIS (2)	2	
<b>Intimidate</b>	+4	CHA (0)	-	
<b>Knowledge (arcana)</b>	+32	INT (12)	17	
<b>Knowledge (dungeoneering)</b>	+29	INT (12)	17	
<b>Knowledge (engineering)</b>	+29	INT (12)	17	
<b>Knowledge (geography)</b>	+13	INT (12)	1	
<b>Knowledge (history)</b>	+16	INT (12)	1	
<b>Knowledge (local)</b>	+22	INT (12)	10	
<b>Knowledge (nature)</b>	+32	INT (12)	17	
<b>Knowledge (nobility)</b>	+29	INT (12)	17	
<b>Knowledge (planes)</b>	+32	INT (12)	17	
<b>Knowledge (religion)</b>	+28	INT (12)	16	
<b>Perception</b>	+19	WIS (2)	17	
<b>Ride</b>	+5	DEX (5)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Spellcraft</b>	+37	INT (12)	17	
<b>Stealth</b>	+22	DEX (5)	17	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+5	STR (1)	-	
<b>Use Magic Device</b>	+20	CHA (0)	17	

### Activated Abilities & Adjustments

Ability Score (Permanent): +2

False Life, Greater

Feat, Mark as Bonus

Fetish Mask (Su): Worn

Metamagic Mitigation: -2

Natural Armor Bonus: +1

Nine Lives

Overland Flight: +1

Spell Resistance: +27

### Feats

Ability Focus (Slumber [17 rounds, DC 33] [Su])

You gain a +2 bonus to the DC of a special attack.

Accursed Hex

Target a creature with a hex a second time that day if it made its save the first time

Amplified Hex

Increase hex's DC, range or duration by expending a spell slot.

## Feats

**Extra Hex (Witch [Scarred Witch Doctor])**  
You have learned the secrets of a new hex.

**Prerequisite:** Hex class feature.

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**Greater Spell Penetration**  
+2 to caster level checks to overcome spell resistance.

**Improved Initiative**  
You get a +4 bonus on initiative checks.

**Persistent Spell**  
Foes must succeed at 2 saves or suffer the spell's full effects.

**Simple Weapon Proficiency - All**  
Proficient with all simple weapons.

**Spell Penetration**  
+2 to caster levels checks to overcome spell resistance.

**Split Hex**  
A targeted hex can affect two creatures

## Traits

**Indomitable Faith**  
+1 Will saves.

**Reactionary**  
+2 Initiative

## Masterwork dagger

Main hand: **+10/+5, 1d4+1** Crit: 19-20/x2  
Main w/ offhand: **+4/-1, 1d4+1** Rng: 10'  
Main w/ light off: **+6/+1, 1d4+1** Light, P/S  
Offhand: **+2, 1d4**

Ranged: **+14, 1d4+1**  
Ranged w/ offhand: **+8, 1d4+1**  
Ranged w/ light off: **+10, 1d4+1**  
Ranged offhand: **+6, 1d4**

## Silver dagger

Main hand: **+9/+4, 1d4** Crit: 19-20/x2  
Main w/ offhand: **+3/-2, 1d4** Rng: 10'  
Main w/ light off: **+5/+0, 1d4** Light, P/S  
Offhand: **+1, 1d4-1**

Ranged: **+13, 1d4**  
Ranged w/ offhand: **+7, 1d4**  
Ranged w/ light off: **+9, 1d4**  
Ranged offhand: **+5, 1d4-1**

## Unarmed strike

Main hand: **+9/+4, 1d3+1** Crit: x2  
**nonlethal** Light, B, Nonlethal  
Main w/ offhand: **+3/-2, 1d3+1**  
**nonlethal**  
Main w/ light off: **+5/+0, 1d3+1**  
**nonlethal**  
Offhand: **+1, 1d3 nonlethal**

## Experience & Wealth

Experience Points: **85000/1,200,000**  
Current Cash: **You have no money!**

## Gear

**Total Weight Carried: 14/130 lbs, Light Load**  
**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Alchemist Book <In: Handy haversack (74 @ 33) 1 lb  
Belt of incredible dexterity +6 1 lb  
Candle x10 <In: Handy haversack (74 @ 33 lbs)> -  
Cauldron of brewing (empty) <In: Handy haversack 5 lbs  
Chalk x10 <In: Handy haversack (74 @ 33 lbs)> -  
Cloak of resistance +5 1 lb  
Cold weather outfit (Free) -  
Cookbook of arcane augmentation (1/day) <In: 5 lbs  
Corset of dire witchcraft (Regenerative Sinew [9 1 lb  
Crossbow bolts x10 <In: Handy haversack (74 @ 0.1 lbs  
Dweomer's essence x16 <In: Handy haversack (74 @ -  
Flint and steel <In: Handy haversack (74 @ 33 lbs)> -  
Gloves of elvenkind -  
Greenblood oil x4 <In: Handy haversack (74 @ 33 -  
Handy haversack (74 @ 33 lbs) 5 lbs  
Headband of vast intelligence +6 (Perception, 1 lb  
Hexing runes (Retribution [12 rounds, DC 32] [Su], -  
Ink, black <In: Handy haversack (74 @ 33 lbs)> -  
Inkpen <In: Handy haversack (74 @ 33 lbs)> -  
Ioun stone (dusty rose prism, cracked) -  
Library Key Book <In: Handy haversack (74 @ 33 1 lb  
Light crossbow <In: Handy haversack (74 @ 33 4 lbs  
Masterwork dagger <In: Handy haversack (74 @ 33 1 lb  
Money <In: Handy haversack (74 @ 33 lbs)> -  
Oil x2 <In: Handy haversack (74 @ 33 lbs)> 1 lb  
Piercing metamagic rod (greater, 3/day) 5 lbs  
Potion of displacement -  
Potion of endure elements x2 <In: Handy haversack -  
Ring of counterspells -  
Ring of protection +1 -  
Silver dagger <In: Handy haversack (74 @ 33 lbs)> 1 lb  
Smokestick <In: Handy haversack (74 @ 33 lbs)> 0.5 lbs  
Soap <In: Handy haversack (74 @ 33 lbs)> 0.5 lbs  
Spectacles of understanding -  
Spell component pouch <In: Handy haversack (74 2 lbs  
Trail rations x5 <In: Handy haversack (74 @ 33 1 lb  
Waterskin <In: Handy haversack (74 @ 33 lbs)> 4 lbs

## Special Abilities

### +5 Witch's Familiar's Spells

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

### Animal Skin

The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to *beast shape II*, except she takes on the appearance of the specific individual from which the skin came.

### Cackle (Su)

A witch can cackle madly as a move action. 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

### Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

## Special Abilities

### Evil Eye -4 (15 rounds, DC 31) (Su)

The witch can cause doubt to creep into the mind of a foe within 30 feet that she 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

### Fetish Mask (Su)

At 1st level, 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

### Fierce Intelligence

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,

### Fly (40 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### Gloomkin

*Though closer physically to full orcs than most half-orcs, Darklands half-orcs are still stigmatized because of their human-tainted blood.*

### Hex Scar

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.

### Ice Tomb (DC 31) (Su)

A storm of ice and freezing wind envelops the creature, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has

### Misfortune (3 rounds, DC 31) (Su)

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful

### Orc Blood

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

### Orc Ferocity (1/day)

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

### Regenerative Sinew (9 rounds) (Su)

The witch can cause the debilitating wounds of a creature she touches to quickly close, helping it heal rapidly. The target either gains fast healing 5 for a number of rounds equal to 1/2 the witch's class level or it heals up to 4 points of ability

### Retribution (12 rounds, DC 32) (Su)

A witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee,

### Scarshield +8 (17 minutes/day) (Su)

At 1st level, a scarred witch doctor learns how to harden her mutilated skin, gaining an enhancement bonus to her natural armor bonus equal to 1/2 her class level (minimum +1). She can use this ability for a number of minutes per

### Slumber (17 rounds, DC 33) (Su)

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's

### Summer's Heat (DC 31) (Su)

The witch surrounds her target with oppressive heat, dealing a number of points of nonlethal damage equal to her witch level and causing the target to become fatigued. The target can attempt a Fortitude save to reduce this nonlethal

## Spell-Like Abilities

Feather Fall (self only, At will)

Fly (self only, 17 minutes/day)

Levitate (self only, 1/day)

## Tracked Resources

Crossbow bolts

## Tracked Resources

Dweomer's essence

Greenblood oil

Hexing runes (Retribution [12 rounds, DC 32] [Su], 1/day)

Masterwork dagger

Orc Ferocity (1/day)

Piercing metamagic rod (greater, 3/day)

Potion of displacement

Potion of endure elements

Scarshield +8 (17 minutes/day) (Su)

Silver dagger

Smokestick

Trail rations

## Languages

Abyssal	Goblin
Common	Kelish
Draconic	Orc
Dwarven	Russian
Elven	Triaxian
Giant	Undercommon
Gnoll	

## Spells & Powers

**Witch (Scarred Witch Doctor) spells memorized** (CL 17th; concentration +30)

**Melee Touch +9 Ranged Touch +13**

**9th**—*fey form* IV<sup>UW</sup>, *communal mind blank* UC, *polar midnight* UM (DC 32)

**8th**—*destruction* (DC 31), *horrid wilting* (DC 31), *nine lives* ARG, *persistent stormbolts* APG (DC 31)

**7th**—*greater bestow curse* (DC 30), *chain lightning* (2, DC 30), *fairy ring retreat* ACG, *greater teleport*

**6th**—*cone of cold* (DC 29), *greater dispel magic*, *flesh to stone* (DC 29), *hellfire ray* (3)

**5th**—*baleful polymorph* (DC 28), *overland flight*, *passwall*, *suffocation* APG (DC 28), *telepathic bond* (2), *teleport*

**4th**—*confusion* (DC 27), *enervation* (2), *greater false life* UM, *ice storm* (2), *phantasmal killer* (DC 27)

**3rd**—*barrow haze* ACG, *dispel magic*, *screech* APG (DC 26), *tongues* (2), *vampiric touch* (2)

**2nd**—*alter self*, *blood transcription* UM, *glitterdust* (DC 25), *invisibility* (2), *spectral hand* (2)

**1st**—*burning hands* (DC 24), *enlarge person* (DC 24), *ill omen* APG (2), *reduce person* (3, DC 24), *remove sickness* UM (DC 24)

**0th (at will)**—*detect magic*, *detect poison*, *mending*, *message*