

Sinderscale

Kevin

CHARACTER NAME		Witch12						PLAYER		Kobold							
CLASS		EXPERIENCE		RACE		VISION		LEVEL		ALIGNMENT		NEXT LEVEL		STATIC ENCUMBRANCE		DEITY	
12		Lawful Neutral		315000		Light Load		Erastil								Darkvision (60 ft.)	

ABILITY NAME	ABILITY SCORE	ABILITY MOD.	BASE SCORE	BASE MOD.	TEMP SCORE	TEMP MOD.
STR Strength	7	-2	5	-3		
DEX Dexterity	10	+0	10	+0		
CON Constitution	14	+2	12	+1		
INT Intelligence	21	+5	17	+3		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	21	+5	17	+3		

HP Hit Points	84	CURRENT HP	84
Damage Reduction		SUBDUAL DAMAGE	
INITIATIVE Modifier	0	TOTAL	0
BASE ATTACK Bonus	+6/+1	Spell Resistance	0
SPEED	Walk 30 ft., Fly 20 ft.		
Elemental Resistance			

AC Armour Class	20	TOTAL	20
FLAT	14	TOUCH	10
SAVING THROWS		BASE	2
Fortitude Constitution	+10	ARMOR BONUS	+4
Reflex Dexterity	+8	STAT	+2
Will Wisdom	+14	MAGIC	+4
		EPIC	+0
		MISC	+0

Melee ATTACK BONUS	+5/+0	BASE ATTACK	+6/+1	STAT	-2	SIZE	1	EPIC	0	MISC	0	TEMPORARY TO HIT		TEMPORARY DAMAGE	
Ranged ATTACK BONUS	+7/+2	BASE ATTACK	+6/+1	STAT	0	SIZE	1	EPIC	0	MISC	0	TEMPORARY TO HIT		TEMPORARY DAMAGE	
CMB ATTACK BONUS	+3	BASE ATTACK	+6	STAT	-2	SIZE	-1	EPIC	0	MISC	0	TEMPORARY TO HIT		TEMPORARY DAMAGE	
CMD DEFENSE BONUS	+16	BASE ATTACK	+6	STAT	-2	SIZE	-1	EPIC	0	MISC	0	TEMPORARY TO HIT		TEMPORARY DAMAGE	+ 10

CMB	3	3	3	3	3	3
CMD	16	16	16	16	16	16
	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN

Expand	UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+5/+0	1d2-2	20/x2
WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
*Dagger +1 (Small/Bane (Oozes)) (equipped)		+6/+1	1d3-1	19-20/x2
*Dagger +1 (Small/Bane (Oozes)/Thrown) (equipped)		+8/+3	1d3-1	19-20/x2
ARMOR		TYPE	AC	MAXDEX
ITEMS		TYPE	AC	CHECK
*Amulet of Natural Armor +2			+2	
*Bracers of Armor +2			+2	
*Ring of Protection +3			+3	

WEAPON PROFICIENCIES					
EQUIPMENT (5.77 lbs. - 17/35/52) Light Load					
QTY	Name	WT	QTY	Name	WT
1	Amulet of Natural Armor +2	0.02	1	Headband of Mental Prowess (INT/CHA) +4	1
1	Bracers of Armor +2	1	1	Dagger +1 (Small/Bane (Oozes))	0.5
1	Ring of Protection +3	0	1	Outfit (Traveler's/Small)	1.25
1	Belt of Physical Might (STR/CON) +2	1	1	Cloak of Resistance +4	1

MONEY	
LANGUAGES	

SKILLS												MAX RANKS	12/12
Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot		
Acrobatics	DEX	0	Roll 0	Appraise	INT	0	Roll 5	Bluff	CHA	0	Roll 5		
Climb	STR	0	Roll -2	Craft (Traps)	INT	3	Roll 13	Craft (Untrained)	INT	0	Roll 5		
Diplomacy	CHA	3	Roll 10	Disguise	CHA	0	Roll 5	Escape Artist	DEX	0	Roll 0		
Fly	DEX	1	Roll -2	Heal	WIS	5	Roll 10	Intimidate	CHA	2	Roll 10		
Knowledge (Arcana)	INT	1	Roll 10	Knowledge (Engineering)	INT	3	Roll 12	Knowledge (History)	INT	1	Roll 9		
Knowledge (Nature)	INT	1	Roll 9	Knowledge (Planes)	INT	1	Roll 9	Perception	WIS	10	Roll 18		
Perform (Dance)	CHA	1	Roll 6	Perform (Untrained)	CHA	0	Roll 5	Profession (Engineer)	WIS	2	Roll 7		
Profession (Miner)	WIS	3	Roll 10	Ride	DEX	2	Roll 2	Sense Motive	WIS	8	Roll 12		
Stealth	DEX	12	Roll 19	Survival	WIS	0	Roll 2	Swim	STR	3	Roll 5		
Use Magic Device	CHA	6	Roll 14										

SPECIAL QUALITIES												Show Sources:	Off
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Armor · Bonus Witch Familiar Alertness Range (4x) · Cackle · Cantrips · Crafty · Darkvision · Darkvision · Deliver Touch Spells · Evil Eye · Flight · Fortune · Hex · Major Hex - Agony · Major Hex - Hag's Eye · Major Hex - Major Healing · Mathematical Prodigy (Knowledge (Engineering)) · Normal Speed · Patient Optimist (Erastil) · Shadow Patron · Tongues · Ward · Weakness · Witch's Familiar · Witch Patron Spells · · ·

FEATS											
Alertness, Draconic Aspect, Draconic Breath, Draconic Paragon, Eschew Materials, Extra Hex (2x)											

Racial Innate Spells											
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Feather Fall, Levitate (1/Day),

Spells											
Level	0	1	2	3	4	5	6	7	8	9	
Witch DC	15	16	17	18	19	20	21	22	23	24	
Cast/day	4	6	5	5	4	4	2				

0:	<input type="checkbox"/> Arcane Mark	<input type="checkbox"/> Bleed	<input type="checkbox"/> Dancing Lights
	<input type="checkbox"/> Daze	<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Detect Poison
	<input type="checkbox"/> Guidance	<input type="checkbox"/> Light	<input type="checkbox"/> Mending
	<input type="checkbox"/> Message	<input type="checkbox"/> Putrefy Food and Drink	<input type="checkbox"/> Read Magic
	<input type="checkbox"/> Resistance	<input type="checkbox"/> Spark	<input type="checkbox"/> Stabilize
	<input type="checkbox"/> Touch of Fatigue		
1:	<input type="checkbox"/> Beguiling Gift	<input type="checkbox"/> Dancing Lantern	<input type="checkbox"/> Ill Omen
	<input type="checkbox"/> Mask Dweomer	<input type="checkbox"/> Mount	<input type="checkbox"/> Silent Image
2:	<input type="checkbox"/> Feast of Ashes	<input type="checkbox"/> Fester	<input type="checkbox"/> Pox Pustules
	<input type="checkbox"/> Vomit Swarm	<input type="checkbox"/> Darkness	
3:	<input type="checkbox"/> Improve Trap	<input type="checkbox"/> Nature's Exile	<input type="checkbox"/> Pain Strike
	<input type="checkbox"/> Share Senses	<input type="checkbox"/> Deeper Darkness	
4:	<input type="checkbox"/> Moonstruck	<input type="checkbox"/> Sleepwalk	<input type="checkbox"/> Threefold Aspect
	<input type="checkbox"/> Wandering Star Motes	<input type="checkbox"/> Shadow Conjunction	
5:	<input type="checkbox"/> Banish Seeming	<input type="checkbox"/> Pain Strike, Mass	<input type="checkbox"/> Rest Eternal
	<input type="checkbox"/> Suffocation	<input type="checkbox"/> Shadow Evocation	
6:	<input type="checkbox"/> Cloak of Dreams	<input type="checkbox"/> Fester, Mass	<input type="checkbox"/> Swarm Skin
	<input type="checkbox"/> Unwilling Shield	<input type="checkbox"/> Shadow Walk	

A trailing * = Click the * to mark a spell with a \$ as prepared for casting. Click the \$ after casting to clear the spell.