

- Unnamed Hero -

Human witch 9 - CR 8

True Neutral Humanoid (Human); Age: **18**; Height: **5' 4"**;
Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	21	+5	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+6	=	+6				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	10				

CM Bonus	+4	=	+4	+0	-	-
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CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+4	+0	+2	-

Base Attack	+4	HP	72
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Initiative	+8	Damage / Current HP
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Speed	30 / 0 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (2)	-	
Appraise	+5	INT (5)	-	
Bluff	+2	CHA (2)	-	
Climb	-6	STR (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-4	DEX (2)	-	
Fly	+8	DEX (2)	9	
Heal	+5	WIS (0)	2	
Intimidate	+7	CHA (2)	2	
Knowledge (arcana)	+17	INT (5)	9	
Knowledge (history)	+17	INT (5)	9	
Knowledge (nature)	+17	INT (5)	9	
Knowledge (planes)	+17	INT (5)	9	
Perception	+3	WIS (0)	3	
Ride	-4	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+19	INT (5)	9	
Stealth	-2	DEX (2)	2	
Survival	+0	WIS (0)	-	
Swim	-2	STR (0)	-	
Use Magic Device	+16	CHA (2)	9	

Feats

Accursed Hex
Extra Hex (Witch)
Improved Initiative
Magical Aptitude
Quick Draw
Simple Weapon Proficiency - All
Spell Focus (Necromancy)

Traits

Reactionary

Special Abilities

Cackle (Su)
Charm +2 (5 rounds, DC 19) (Su)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Evil Eye -4 (8 rounds, DC 19) (Su)
Familiar Bonus: +3 to Fly checks
Fortune (2 rounds) (Su)
Misfortune (2 rounds, DC 19) (Su)
Share Spells with Familiar
Speak with Animals (Ex)
Speak with Familiar (Ex)

Spell-Like Abilities

Feather Fall (self only, At will)

Fly (self only, 9 minutes/day)

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Gear

Total Weight Carried: 920/100 lbs, Over Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Artisan's outfit (Free)

Money 920 lbs

Spell-Like Abilities

Levitate (self only, 1/day) ☐

Languages

Abyssal	Elven
Celestial	Necril
Common	Terran

Spells & Powers

Witch spells memorized (CL 9th; concentration +14)

Melee Touch +4 Ranged Touch +6

Companions

Arcane Familiar, Bat - CL1 - CR 1/8

STR **1** (-5), DEX **15** (+2), CON **6** (-2), INT **10** (0), WIS **14** (+2), CHA **5** (-3); Fortitude **+1**, Reflex **+5**, Will **+8**

HP: 36/36; Init: +2; Speed: 5 feet

Attack Bonus: +8; Armor Class: 21 / 16 Tch / 19 FI

Fly **+24**, Heal **+4**, Intimidate **-1**, Perception **+12**, Spellcraft **+9**, Stealth **+19**, Use Magic Device **+6**

Bite (Bat) **Melee +10, 1d3-5, x2**

Special: Blindsense (20 feet) (Ex), Flight (40 feet, Good), Improved Evasion (Ex), Low-Light Vision

Experience & Wealth

Experience Points: **75000**/105000

Current Cash: **46,000 gp**