

Name: Orik

Initiative: +1 **AC:** 18 (Touch 12, FF 17) +1 (+0, +1) if Mage Armor is active +5 (+0, +5) if Scarshield is active

CMB: +6 **CMD:** 24 (FF 23) +1 (+2) if Enlarge Person is active

Fort: +14; +4 bonus vis-a-vis feats of endurance +2 bonus vs effects that cause pain or have the pain descriptor

Reflex: +7 +2 bonus vs effects that cause pain or have the pain descriptor

Will: +11 +2 bonus vs effects that cause pain or have the pain descriptor

HP: 145; **BAB:** +5; **Speed:** 30'

Languages: Abyssal, Draconic, Orc, Taldane

Witch CL: 11 **Melee Touch:** +6 **Ranged Touch:** +6 **Concentration:** +20 **DC:** 19+spell level
+1 DC for Language dependent spells and effects +1 DC for mind-affecting affects vs humans or orc subtypes.

Limited Use Items:

Wand of Cure Light Wounds [DC 11] [16/50] OOOOO OOOOO OOOOO O

Wand of Cure Light Wounds [DC 11] [50/50] OOOOO OOOOO OOOOO OOOOO OOOOO
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Key Combat Skills:

Acrobatics: +1 (untrained)

Appraise: +2 (untrained)

Bluff: -4 (untrained)*

Climb: +1 (untrained)

Diplomacy: -4 (untrained)*

Disguise: +6 (untrained)*

Escape Artist: +1 (untrained)

Fly: +9

Heal: +5

Intimidate: +14

Knowledge History: +6

Perception: +20

Perform Strings: +15***

Ride: +1 (untrained)

Sense Motive: +1 (untrained)

Spellcraft: +13

Stealth: +1 (untrained)

Survival: -1 (untrained)**

Swim: +5 (untrained)**

* +2 Circumstance bonus to convince citizens that he is a resident of kintargo.

** +4 bonus vis-a-vis feats of endurance

*** +2 bonus with masterwork violin.

Always on:

Darkvision 60'

Endurance (+4 save, certain things)

Immediate Action:

Feather Fall

Free actions:

Activate **Scarshield**. +5 Natural armor bonus, one minute.

Activate **Flight Hex Levitate**.

Activate **Flight Hex Fly**.

Activate **Tongues Hex**.

Hat of Disguise (+10 Disguise)

Swift actions:

Move actions:

Cackle Hex. Does not provoke an attack of opportunity. 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.

Standard actions:

Charm Hex. This improves the attitude of an animal or humanoid creature by 2 steps, as if the witch had successfully used the Diplomacy skill. The effect lasts for [8] rounds. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect. [DC 24 Will] [DC +1 vs human or orc subtypes]

Ice Tomb Hex. 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 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day. [DC 24 Fort]

Evil Eye Hex. Does not provoke an attack of opportunity. The target takes a -4 penalty on one of the following (witch's choice): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts for [11] rounds, but a successful Will saving throw reduces this to just 1 round. A target may suffer from multiple Evil Eye hexes, as long as each targets a separate penalty (ability checks, AC, attack rolls, saving throws, or skill checks). [DC 24 Will]

Slumber Hex. Does not provoke an attack of opportunity. 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 level [11]. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. [DC 24 Will] [DC +1 vs human or orc subtypes]

Misfortune Hex. Does not provoke an attack of opportunity. The witch can cause a creature within 30 feet to suffer grave misfortune for 2 rounds. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. This hex affects all rolls the target must make while it lasts. [DC 24 Will]

Retribution Hex. 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, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Constitution modifier [8]. A Will save negates this effect. [DC 24 Will]

Activate **Pearl of Power**

+1 Silversheen Morningstar Melee Attack: +6 to hit (20/x2) | 1d8+2Silver Magic B/P

Upgrade die type and +1 damage if Enlarge Person is active

Dagger Melee Attack: +5 to hit (20/x2) | 1d4+1 P/S

Upgrade die type and +1 damage if Enlarge Person is active

Javelin Melee Attack: +1 to hit (20/x2) | 1d6+1 P

-2 to hit, Upgrade die type, and +1 damage if Enlarge Person is active

Javelin Ranged Attack 30': +5 to hit (20/x2) | 1d6+1 P

-2 to hit, Upgrade die type, and +1 damage if Enlarge Person is active

Dagger Ranged Attack 10': +5 to hit (20/x2) | 1d4+1 P/S

-2 to hit, Upgrade die type, and +1 damage if Enlarge Person is active

Per-day Abilities:

11 **Scarshield** (one minute intervals) OOOOO OOOOO O

11 **Tongues** OOOOO OOOOO O

11 **Fly** OOOOO OOOOO O

1 Levitate O

2 Pearl of Power level 1 OO

4 Witch level 0 spells, Pick four:

- [] Arcane Mark
- [] Bleed [DC 19 Will]
- [] Dancing lights
- [] Daze [DC 19 Will] [DC +1 vs human or orc subtypes]
- [] Detect Magic
- [] Detect Poison
- [] Guidance
- [] Light
- [] Mending
- [] Message
- [] Read Magic
- [] Resistance
- [] Stabilize
- [] Touch of Fatigue [DC 17 Fort]

7 Witch level 1 spells, Pick seven:

- [] Burning Hands [DC 20 Ref]
- [] Charm person [DC 20 Will] [DC +1 vs human or orc subtypes]
- [] Comprehend Languages
- [] Enlarge Person [DC 20 Fort]
- [] Hex Vulnerability [DC 20 Will]
- [] Mage Armor
- [] Snowball [DC 20 Fort]
- [] Tap Inner Beauty

6 Witch level 2 spells, Pick six:

- [] Blindness/Deafness [DC 21 Fort]
- [] Burning Gaze [DC 21 Fort]
- [] Disfiguring Touch [DC 21 Will]
- [] Enthral [DC 22 Will] [DC +1 vs human or orc subtypes]
- [] Glitterdust [DC 21 Will]
- [] Levitate
- [] Lipstitch [DC 21 Fort]
- [] Vomit Swarm

6 Witch level 3 spells, Pick six:

- [] Deep Slumber [DC 22 Will] [DC +1 vs human or orc subtypes]
- [] Dispel Magic
- [] Glyph of Warding
- [] Hex Glyph
- [] Pain Strike **Evil** [DC 22 Will]
- [] Ray of Exhaustion [DC 22 Fort]
- [] Speak with Dead [DC 23 Will]
- [] Stinking Cloud [DC 22 Fort]
- [] Summon Monster III
- [] Unadulterated Loathing [DC 22 Will] [DC +1 vs human or orc subtypes]

5 Witch level 4 spells, Pick five:

- [] Black Tentacles [16 CMB, 26 CMD]
- [] Confusion [DC 24 Will] [DC +1 vs human or orc subtypes]
- [] Dimension Door
- [] Discern Lies [DC 23 Will]
- [] Persistent Vigor
- [] Shout [DC 23 Fort]
- [] Wall of Blindness/Deafness [DC 23 Fort]

4 Witch level 5 spells, Pick four:

- [] Baleful Polymorph [DC 24 Fortitude / Will]
- [] Cloudkill [DC 24 Fortitude]
- [] Cure Critical Wounds [DC 24 Will]
- [] Dominate Person [DC 25 Fortitude] [DC +1 vs human or orc subtypes]
- [] Feeblemind [DC 25 Will] [DC +1 vs human or orc subtypes]
- [] Hex Glyph, Greater
- [] Magic Jar [DC 24 Will]
- [] Overland Flight
- [] Possession [DC 24 Will]
- [] Summon Monster
- [] Symbol of Pain **Evil** [DC 24 Fortitude]
- [] Teleport

2 Witch level 6 spells, Pick two:

- [] Dispel Magic, greater
- [] Mass Suggestion [DC 26 Will] [DC +1 vs human or orc subtypes]