

Level 0:

Race: Half-Orc; Cragskin; Bestial, Chain Fighter, Shaman's Apprentice; +2 to ability score Constitution

Alignment: Neutral Good; Deity Shelyn

Extra Language: Abyssal, Draconic

Abilities: S:12 D:12 C:18/20 I:14 W:8 Ch:7

Traits: Diva in Training Perform String Instruments, Overwhelming Beauty, Seeker; Drawback: Foul Brand Face

Level 1:

One level of witch Scarred Witch archetype, Favored Class witch, +1 Skill Point. 1 rank in Intimidate, Knowledge History, Perception, Perform Strings, Spellcraft.

15 hit points. +2 Will. Patron: Vengeance.

Feat: Toughness

Able to cast 3 level 0 spells, and 2 level 1 spells per day.

Spells in Familiar – 0: Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect poison, Guidance, light, Mending, Message, Read Magic, Resistance, Stabilize, Touch of Fatigue; 1: Charm Person, Enlarge Person, Mage Armor, Snowball

Level 2:

One level of witch, +1 skill point. +1 ranks in Heal, Intimidate, Perception, Perform Strings, Spellcraft.

+9 hit points. +1 Will and BAB. Scarshield, +1 AC 2 minutes.

Hex: Evil Eye.

Able to cast 1 extra level 0 and one extra level 1 spell per day.

+3 level 1 spells in Familiar – Comprehend Languages, Hex Vulnerability, Tap Inner Beauty.

Level 3:

One level of witch, +1 spell in familiar. +1 ranks in Intimidate, Perception, Perform Strings, Spellcraft.

+9 hit points. +1 Fort and Ref. +1 minute of Scarshield.

Feat Extra Hex: Cackle

Able to cast 2 extra level 2 spells per day.

+3 level 3 spells in Familiar – Glitterdust, Lipstitch, Vomit Swarm

Level 4:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Spellcraft.

+1 Constitution (21). +10 hit points. +1 Will and BAB. Hex DCs +1. +1 Natural Armor and +1 minute of Scarshield.

Hex: Slumber (+1 DC for human or orc subtypes, because mind affecting).

Able to cast 1 extra level 1 and one extra level 2 spell per day.

+4 level 2 spells in Familiar – Blindness/Deafness, Detect Thoughts (mind affecting), Enthral (language dependent, mind affecting), Levitate.

Level 5:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Perform Strings.

+10 hit points. +1 minute of Scarshield.

Feat: Defensive Combat Training.

Able to cast 2 extra level 3 spells per day.

+3 level 3 spells in Familiar – Deep Slumber, Speak with Dead, Unadulterated Loathing

Level 6:

One level of witch, +1 spell in familiar. +1 ranks in Intimidate, Perception, Perform Strings, Spellcraft.

+10 hit points. +1 Fort Ref Will and BAB. Hex DCs +1. +1 Natural Armor and +1 minute of Scarshield.

Hex: Misfortune.

Able to cast 1 extra level 2 and 1 extra level 3 spells per day.

+4 level 3 spells in Familiar – Dispel Magic, Ray of Exhaustion, Stinking Cloud, Summon Monster III

Level 7:

One level of witch, +1 spell in familiar. +1 ranks in Intimidate, Perception, Perform Strings, Spellcraft.

+10 hit points. +1 minute of Scarshield.

Extra Hex: Flight.

Able to cast 1 extra level 1 and 2 extra level 4 spells per day.

+3 level 4 spells in Familiar – Confusion, Dimension Door, Persistent Vigor

Level 8:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Spellcraft.

+1 Constitution (22). +18 hit points. +1 Will and BAB. Spell DCs +1 and Hex DCs +2. +1 Natural Armor

and +1 minute of Scarshield.

Hex: Charm (mind affecting).

Able to cast 1 extra level 3 and 1 extra level 4 spells per day.

+4 level 4 spells in Familiar – Black Tentacles, Discern lies, Wall of Blindness/Deafness

Level 9:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Perform Strings.

+11 hit points. +1 Ref and Will. +1 minute of Scarshield.

Feat Extra Hex: Tongues

Able to cast 1 extra level 2 and 2 extra level 5 spells per day.

+3 level 5 spells in Familiar – Cloudkill, Feeblemind, Teleport

Purchased spells: Glyph of Warding, Hex Glyph, Greater Hex Glyph

Level 10:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Spellcraft.

+11 hit points. +1 Will and BAB. Hex DCs +1. +1 Natural Armor and +1 minute of Scarshield.

Major Hex: Retribution

Able to cast 1 extra level 4 and 1 extra level 5 spells per day.

+4 level 5 spells in Familiar – Baleful Polymorph, Dominate Person, Magic Jar

Level 11:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Perform Strings.

+11 hit points. +1 minute of Scarshield.

Feat Extra Hex: Icy Tomb

Able to cast 1 extra level 3 and 2 extra level 6 spells per day.

+3 level 6 spells in Familiar – Dispel Magic Greater, Raise Dead, Suggestion Mass

Level 12:

One level of witch, +1 spell in familiar. +1 ranks in Fly, Intimidate, Perception, Spellcraft.

+1 Constitution (23). +11 hit points. +1 Fort Ref Will and BAB. Hex DCs are +1. +1 Natural Armor and +1 minute of Scarshield.

Major Hex: Speak in Dreams

Able to cast 1 extra level 5 and 1 extra level 6 spells per day.

+4 level 6 spells in Familiar – Cure Light Wounds Mass, Flesh to Stone; level 5 Symbol of Pain

+3 Silken Ceremonial Armor 5000

+3 Mithral Buckler 5000

+2 Ring of Protection 6000

+4 Silken Ceremonial Armor 7000

+4 Mithral Buckler 7000

+4 Cloak of Resistance 7000

+6 Belt of Mighty Constitution 20000

+5 Silken Ceremonial Armor 9000

+6 Belt of Mighty Constitution 16000

+5 Manual of Bodily Health 137500