

Madeline

Player: Rocco

Female half-elf witch (sea witch) 1 - CR 1/2

Neutral Evil Humanoid (Elf, Human); Deity: **Besmara**; Age: **16**; Height: **5' 4"**; Weight: **120lb.**; Eyes: **Grey**; Hair: **Grey**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	10	0	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =		+1				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+1 =		+1				Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+2 =	+2					Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11 =			+1					
Touch AC 11	Flat-Footed AC 10							
CM Bonus -2 =	-	-2	-	-				
CM Defense 9 = 10		BAB	Strength	Dexterity	Size			
		-	-2	+1	-			

Base Attack	+0	HP	7
Initiative	+1	Damage / Current HP	
Speed	30 ft		

Unarmed strike

Main hand: **-2, 1d3-2 nonlethal**

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+5	INT (5)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (-2)	-	
Craft (alchemy)	+9	INT (5)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+4	WIS (0)	1	
Intimidate	+5	CHA (1)	1	
Knowledge (arcana)	+9	INT (5)	1	
Knowledge (nature)	+9	INT (5)	1	
Perception	+4	WIS (0)	1	
Profession (sailor)	+5	WIS (0)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+12	INT (5)	1	
Stealth	+1	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (-2)	-	

Feats

Extra Hex (Witch [Sea Witch])
Simple Weapon Proficiency - All
Skill Focus (Spellcraft)

Traits

Besmara's Blessing (1/week)
Diabolical Dabbler

Special Abilities

Arcane Training
Elf Blood
Empathic Link with Familiar (Su)
Evil Eye -2 (8 rounds, DC 15) (Su)
Familiar Bonus: +3 to Appraise checks
Know Direction (Sp)
Low-Light Vision
Sea Creature Empathy +2 (Ex)
Share Spells with Familiar

Gear

Total Weight Carried: 0/70 lbs, Light Load
(Light: 23 lbs, Medium: 46 lbs, Heavy: 70 lbs)

Artisan's outfit (Free) -

Money 0.1 lbs

Tracked Resources

Besmara's Blessing (1/week)

Languages

Common
Elven

Orc
Polyglot

Spells & Powers

Witch (Sea Witch) spells memorized (CL 1st;
concentration +6)

Melee Touch -2 Ranged Touch +1

1st—*frostbite*^{UM}, *mage armor*, *obscuring mist*

0th (at will)—*dancing lights*, *detect magic*, *guidance*

Companions

Siouxie (Arcane Familiar), Female raven - CL1 - CR 1/6

STR 2 (-4), DEX 15 (+2), CON 8 (-1), INT 6 (-2), WIS 15 (+2), CHA 7 (-2); Fortitude +1, Reflex +4, Will +4

HP: 3/3; Init: +2; Speed: 10 feet

Attack Bonus: +2; Armor Class: 15 / 14 Tch / 13 Fl

Heal +3, Intimidate -1, Perception +9, Spellcraft -1

Bite (Raven) **Melee +4, 1d3-4, x2**

Special: Flight (40 feet, Average), Improved Evasion (Ex), Low-Light Vision

Background

Found on the shore of the Devil's Arches by and old woman called The Crone and raised by her.

Does not know of her Celish heritage, but perhaps that explains why most people have been so awful to her.

Experience & Wealth

Experience Points: 0/2000

Current Cash: 5 gp

Reputation: **Fame: 2, PP: 2, 100 miles.**

Siouxie



Female raven - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	2	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	6	-2	
WIS WISDOM	15	+2	
CHA CHARISMA	7	-2	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =			+2	+2	+1			

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
14	13				

CM Bonus	BAB	Strength	Dexterity	Size
+0 =	-	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
6 = 10	-	-4	+2	-2

Base Attack	+0	HP	3
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Initiative	Speed	Damage / Current HP
+2	10 ft	

Bite (Raven)

Main hand: **+4, 1d3-4**

Crit: x2
Light, B/P/S

Unarmed strike

Main hand: **+4, 1-4 nonlethal**

Crit: x2
Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	-2	INT (-2)	-	
Bluff	-2	CHA (-2)	-	
Climb	+2	DEX (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+3	WIS (2)	(1)	
Intimidate	-1	CHA (-2)	(1)	
Perception	+9	WIS (2)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	-1	INT (-2)	(1)	
Stealth	+10	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	+2	DEX (2)	-	

Feats

Skill Focus (Perception)
Weapon Finesse

Special Abilities

Flight (40 feet, Average)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/10 lbs, Light Load
(Light: 3 lbs, Medium: 6.5 lbs, Heavy: 10 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Infamy: -1, PP: 1, 100 miles.**

Languages

Orc