



DE'AL BON'KORA ZELADO

USAGI HENGEYOKAI
WINTER WITCH

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MOD	MOD	MOD	MOD	MOD	MOD

COMBAT GENERAL

SEE PG 2 FOR BREAKDOWN

INITIATIVE	<input type="text"/>	SPEED	<input type="text"/>	PERCEPTION	<input type="text"/>
		Ft			

MAX HP	<input type="text"/>	CURRENT HP	<input type="text"/>
DEAD AT	<input type="text"/>	HP TOTAL	<input type="text"/>

DEFENCES

SEE PG 2 FOR BREAKDOWN

AC	<input type="text"/>	AC	<input type="text"/>	AC	<input type="text"/>	TEMP	<input type="text"/>
	TOUCH		FLAT			BONUS TO AC	

APPLIES TO
☐ AC
☐ TAC
☐ FFAC

DR	<input type="text"/>	ER	<input type="text"/>	F	<input type="text"/>	G	<input type="text"/>	E	<input type="text"/>	A	<input type="text"/>	Sn
SR	<input type="text"/>	+ COLD FLESH: <input type="checkbox"/> 4TH (5) <input type="checkbox"/> 9TH (10) <input type="checkbox"/> 14TH (IMM) WINTER SURVIVOR: +5 C ER 1ST HIT/DAY COLD IRON DEALS +1 DMG										

REFLEX	<input type="text"/>	FORTITUDE	<input type="text"/>	WILL	<input type="text"/>
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CONDITIONAL EFFECTS: +2 VS FEAR EFFECTS FROM CREATURES W/ COLD SUBTYPE

OFFENSE

SEE PG 3 FOR BREAKDOWN

MELEE BASE	<input type="text"/>	RANGED BASE	<input type="text"/>
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WEAPON:		<input type="checkbox"/> MELEE <input type="checkbox"/> RANGE	
HIT BONUS	DAMAGE	<input type="checkbox"/> B <input type="checkbox"/> P <input type="checkbox"/> S	CRITICAL
SPECIAL	AMMO	ENH. BONUS	
		<input type="checkbox"/> MWK	

WEAPON:		<input type="checkbox"/> MELEE <input type="checkbox"/> RANGE	
HIT BONUS	DAMAGE	<input type="checkbox"/> B <input type="checkbox"/> P <input type="checkbox"/> S	CRITICAL
SPECIAL	AMMO	ENH. BONUS	
		<input type="checkbox"/> MWK	

CMB	<input type="text"/>	CMD	<input type="text"/>	CONDITIONAL MODIFIERS	<input type="text"/>
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SPECIAL ABILITIES

SEE PG 2 FOR BREAKDOWN

HENGEYOKAI	<input type="text"/>	BUNNY	<input type="text"/>
SHAPECHANGING	USES PER DAY	HUMAN	USES TODAY

EXP	<input type="text"/>	NEXT LVL	<input type="text"/>
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HEXES

HEX DC 10+INT+½LVL

EVIL EYE 3+INT OR 1 RND CACKLE RANGE: 30' STANDARD ACTION

One target within 30' takes a -2 (increases to -4 at 8th) penalty to one of the following: AC, Ability Checks, Attack Rolls, Saving Throws, Skill Checks. You may use this hex multiple times on the same target. If choosing the same effect, refresh the duration. If choosing a different effect, apply the new effect with its own duration. Lasts for 3+INT rounds. A successful Will save reduces to 1 round. This is a mind-affecting effect.

CACKLE ☐ 2ND LEVEL RANGE: 30' MOVE ACTION

Cackle madly as a move action. Any creature within 30' who is suffering from your agony, charm, evil eye, fortune, or misfortune hexes has the duration of those hexes extended by 1 round.

MISFORTUNE 1+ RND CACKLE ☐ 6TH LEVEL RANGE: 30' STANDARD ACTION

Creature targeted by this hex must make a Will save. If they fail, any time they make an ability check, attack roll, saving throw, or skill check, they must roll twice and take the worse result. This hex lasts 1 round, increasing by 1 round at 8th and 16th level. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day.

SLEUMBER LVL RND ☐ 8TH LEVEL RANGE: 30' STANDARD ACTION

Creature targeted by this hex must make a Will save. If they fail, they fall into a deep magical sleep, as per the spell *sleep*. This sleep lasts for a number of rounds equal to your level. This hex can affect creatures of any HD. They will not wake due to noise or light, but others can wake them with a standard action. Taking damage immediately ends this hex. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day.

FLIGHT LVL MINUTES ☐ 9TH LEVEL RANGE: N/A STANDARD ACTION

You gain +4 racial bonus on Swim checks. You may cast *feather fall* at will on yourself. You may cast *levitate* on yourself 1/day. You may fly as per the spell for 1 minute/level, useable in 1-minute increments.

AGONY LVL RND CACKLE ☐ 10TH LEVEL RANGE: 60' STANDARD ACTION

Creature targeted by this hex must make a Fortitude save. If they fail, they are nauseated for a number of rounds equal to your level. If the target fails their Fortitude save, they may attempt a new one each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day.

RETRIBUTION INT RND ☐ 12TH LEVEL RANGE: 60' STANDARD ACTION

Targeted creature must make a Will save. If they fail, any time they deal damage to another creature in melee, they take half the damage they dealt (round down). This damage bypasses all resistances, immunities, and DR the creature possesses. This effect lasts a number of rounds equal to your INT modifier.

ICE TOMB VARIES ☐ 14TH LEVEL RANGE: 60' STANDARD ACTION

Targeted creature takes 3d8 cold damage (Fortitude half). If the target fails its save against the damage, it is imprisoned, considered paralyzed and unconscious. However, it does not need to eat or breathe while imprisoned, and cannot be directly attacked. Freeing the creature requires destroying the ice (20 HP), and leaves the creature staggered for 1d4 rounds after being released. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day. In temperate conditions, the ice lasts 1 minute per level. In tropical environments, it lasts 5 rounds per level. In cold environments, the ice may last indefinitely (GM discretion).

RESTLESS SLEUMBER LVL RND, ½ LVL RND ☐ 16TH LEVEL RANGE: 30' STANDARD ACTION

Functions as the slumber hex, except as noted here. While sleeping, the creature tosses violently, dealing 1d10 damage to itself each turn (this damage does not wake them). When the creature wakes, they are confused for a number of rounds equal to half your level.

DIRE PROPHECY UNTIL REMOVED ☐ 18TH LEVEL RANGE: 60' STANDARD ACTION

Targeted creature must make a Will save. On a failure, the target takes a -4 penalty to AC, attack rolls, saves, ability checks, and skill checks. You may end the Dire Prophecy as a free action to inflict a penalty equal to your caster level to the target's AC or any single roll affected by the prophecy. This penalty must be applied before any roll is made. A target may have only one Dire Prophecy active on them at a time. This is a curse effect, and persists until removed or the casting witch ends it. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day.

ETERNAL SLEUMBER UNTIL REMOVED ☐ 20TH LEVEL RANGE: 60' STANDARD ACTION

Target creature must make a Will save. On failure, the creature falls asleep and cannot be woken. This effect can only be removed by *wish* or similar magic, or by slaying the witch that cast this hex. The witch can also opt to poison food or drink with the hex's effects. Food poisoned in this way loses potency after 1 minute if not consumed, and only one dose is active at a time. Whether or not the save is successful, a creature cannot be the target of this hex more than 1/day.

SPELLCASTING

PATRON: ENDURANCE SEE PG 4 FOR BREAKDOWN

CONCENTRATION: Injury/Spell dmg: DC=10+dmg+SL Grapple: DC=10+CMB+SL
Motion: DC=10+SL/+15+SL Cast Defensively: DC=15+2*SL

0	1	2	3	4	5	6	7	8	9	SPELL LEVEL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SPELLS PER DAY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SPELL DC + COLD SPELLS +1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	USED TODAY

STR DEX CON INT WIS CHA

SKILLS

RANKS 2+INT
+2 BACKGROUND
+4 ACADEMY

	BONUS	ABILITY	RANKS	RACIAL/FEATS	MISC
Acrobatics	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+1
Appraise	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Bluff	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Climb	STR <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Diplomacy	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Disable Device	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Disguise	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Escape Artist	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Fly	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Handle Animal	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Heal	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Intimidate	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Kn: Arcana	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Kn: Dungeoneering	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Kn: Engineering	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Kn: Geography	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Kn: History	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Kn: Local	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Kn: Nature	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Kn: Nobility	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Kn: Planes	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Kn: Religion	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Linguistics	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Perception	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+2
Ride	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Sense Motive	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Sleight of Hand	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Spellcraft	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Stealth	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Survival	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3
Swim	STR <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
Use Magic Device	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+3

Craft (Alchemy)	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+1	+3
Craft (Clothing)	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+1	+3
Profession (Librarian)	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>		+3

CONDITIONAL EFFECTS: +1 ON ANY CRAFT CHECK TO MAKE MAGIC ITEMS, +4 ACROBATICS

TO LONG JUMP,

LANGUAGES

Argosian, Common, Sylvan, Celestial, Elven, Gnome, Draconic,

TRAITS & RACIAL FEATURES

Spark of Creation [Trait]: Gain +1 trait bonus on Craft checks, and the cost of creating magic items is reduced by 5%.**Magic Crafter [Trait]:** Gain +1 trait bonus on Appraise checks and a +1 untyped bonus on any Craft check attempted while making magic items.**Winter Survivor [Trait]:** Gain cold resistance 5 against the first cold damage you take each day, and gain a +2 trait bonus on saving throws against fear effects from creatures with the cold subtype.**Studied Student [Trait]:** +1 trait bonus on all skills in which you have ranks, and make any skill check untrained. This bonus increases to +2 at 1st level, and +4 at 10th level.**Helpless [Drawback]:** The first time per combat encounter an ally within 30' falls unconscious or dies as the result of an attack, you are dazed until the end of your next turn.**Usagi Speed [Racial]:** Base speed is increased to 40 feet per round.**Low Light Vision [Racial]:** See twice as well as a human in dim light.**Keen Senses [Racial]:** +2 racial bonus to Perception checks.**Hengeyokai Shapechanging [Racial]:** Change forms between an animal of your clan or a human form with specific features. Each of these shifts are available 1/2 your level times per day (minimum 1).**Yokai Traits [Racial]:** Gain Stealth and Survival as class skills.**Weapon Familiarity [Racial]:** Gain proficiency with greatclub, longbow, and spear.**Hengeyokai Weakness [Racial]:** Cold iron weapons always do +1 damage to you, and if you are in an alternate form when you are struck by a cold iron weapon, you are returned instantly to true form.

CLASS FEATURES

PATRON: ENDURANCE

Ice Magic: When casting a spell with the cold descriptor, the save DC of the spell increases by +1. You cannot learn or cast spells with the fire descriptor.**Extra Cantrip:** Add ray of frost to known cantrips.**Cold Flesh:** Gain constant *endure elements* against cold. At 4th level, gain cold resistance 5.

At 9th level, gain cold resistance 10. At 14th level gain cold immunity.

Hexes

1 ☐ 2 ☐ 6 ☐ 8 ☐

Major Hexes

10 ☐ 12 ☐ 14 ☐ 16 ☐

Grand Hexes

18 ☐ 20 ☐

Patron Spells

endure elements 2 ☐*bear's endurance* 4 ☐*protection from energy* 6 ☐*spell immunity* 8 ☐*spell resistance* 10 ☐*mass bear's endurance* 12 ☐*greater restoration* 14 ☐*iron body* 16 ☐*miracle* 18 ☐

FEATS

1st: Skill Focus (Spellcraft): Gain a +3 bonus to all Spellcraft checks. At 10 ranks, becomes +6.**3rd: Craft Wondrous Item:** Use Spellcraft to make Wondrous Items.**5th: Craft Magic Arms and Armour:** Enhance weapons and armour magically.**7th: Forge Ring:** Create magic rings.**9th: Extra Hex (Flight):** Gain the Flight hex.**11th: Craft Rod:** Create magic rods.**13th: Split Hex:** When using one of your hexes (not major or grand) that targets a single creature, you can choose a second creature within 30' of the first target to also be targeted.**15th: Spell Penetration:** You gain a +2 bonus on caster level checks to overcome SR.**17th: Inscribe Magical Tattoo:** Inscribe magical tattoos in the same areas as Wondrous Item slots but without consuming those slots. Destroying the tattoo is more difficult, see SRD.**19th: Split Major Hex:** As per Split Hex, but can be used with Major Hexes.

COMBAT GENERAL

INITIATIVE = + + +
DEX FEATS FAMILIAR MISC.HP = + + +
D6 CON FCB MISC.BASE SPD FLY BURROW
CLIMB SWIM

DEFENCES

AC = 10 + + + + + + + +
DEX ARMOUR SHIELD NATURAL DODGE DEFLECT MISC SIZEAC = 10 + + + + +
TOUCH DEX DODGE DEFLECT MISC SIZEAC = 10 + + + + + +
FF ARMOUR SHIELD NATURAL DEFLECT MISC SIZEREFLEX = + + + +
DEXTERITY BASE DEX FEATS ITEMS MISCFORTITUDE = + + + +
CONSTITUTION BASE CON FEATS ITEMS MISCWILL = + + + +
WISDOM BASE WIS FEATS ITEMS MISC

OFFENSES

BASE ATTACK BONUS

MELEE

A diagram illustrating the decomposition of a square into three smaller squares. On the left is a large square. To its right is an equals sign, followed by three smaller squares arranged horizontally, separated by plus signs. Below the first small square is the label 'BAB', below the second is 'STR', and below the third is 'Misc'.

RANGED

$$\boxed{} = \boxed{}_{\text{BAB}} + \boxed{}_{\text{DEX}} + \boxed{}_{\text{Misc}}$$

CMB



A diagram illustrating the structure of a 16-bit word. On the left is a large square representing the entire word. To its right is an equals sign, followed by four smaller squares added together. Each small square is labeled below: 'BAB', 'STR', 'SIZE', and 'Misc'. The 'SIZE' and 'Misc' squares are highlighted with a blue diagonal gradient.

CMD

= 10 + + + + +
BAB STR DEX SIZE Misc

MAGIC ITEMS

WEAPON	ARMOUR

	
HEAD	HEADBAND

BODY	BELT

	
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RING 2	OTHER

OTHER	OTHER

OTHER	OTHER

MONEY

PERSONAL MONEY

PP		x10GP
GP		x1GP
SP		x0,1GP
CP		x0,01GP

CRAFTING MONEY

RESERVE

	GP
PROJECTS (GROUP AND PERSONAL)	GP
COMMISSIONS (OTHER)	GP

INVENTORY

ITEM

QTY	WT
-----	----

BAG:

TOTAL WEIGHT CARRIED:

ITEM

QTY	WT
-----	----



BAG WT:

BAG CAPACITY:

TOTAL WEIGHT IN BAG:

CARRY CAPACITY

Light Load	<div></div>	<div></div>	Med Load	<div></div>	<div></div>	Hvy Load	<div></div>	<div></div>
	BASE	MWBP		BASE	MWBP		BASE	MWBP
Lift Over Head	<div></div>		Lift Off Ground	<div></div>		Drag/Push	<div></div>	
	=Heavy Load			=2x Heavy Load			=5x Heavy Load	

SPELLCASTING

CONCENTRATION ☐ = ☐ + ☐ + ☐
INT LVL Misc

SPELLS PER DAY

	TOTAL	BASE	BONUS
0TH	<input type="checkbox"/>	= <input type="checkbox"/>	
1ST	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
2ND	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
3RD	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
4TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
5TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
6TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
7TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
8TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	
9TH	<input type="checkbox"/>	= <input type="checkbox"/> + <input type="checkbox"/>	

SPELL DCs

0TH	<input type="checkbox"/>	= <input type="checkbox"/> + 10
1ST	<input type="checkbox"/>	= <input type="checkbox"/> + 11
2ND	<input type="checkbox"/>	= <input type="checkbox"/> + 12
3RD	<input type="checkbox"/>	= <input type="checkbox"/> + 13
4TH	<input type="checkbox"/>	= <input type="checkbox"/> + 14
5TH	<input type="checkbox"/>	= <input type="checkbox"/> + 15
6TH	<input type="checkbox"/>	= <input type="checkbox"/> + 16
7TH	<input type="checkbox"/>	= <input type="checkbox"/> + 17
8TH	<input type="checkbox"/>	= <input type="checkbox"/> + 18
9TH	<input type="checkbox"/>	= <input type="checkbox"/> + 19

SEE PG 5 FOR BASE & BONUS SPELLS

DE'AL BON'KORA ZELADO



Race: Usagi Hengeyokai
Gender: F Alignment: NG
Homeland: Kingdom of Argos

Native to the far-northern country of Argos, De'Al was born in the town of Potell's Bluff (called Vintrahajm [veen-trah-haym] by the local hengeyokai population). The northernmost town in Argos, Potell's Bluff is a fairly small town with hardy, winter-worn residents, who primarily work in the silver mines at the base of the Capstone, the largest mountain in the region.

De'Al's parents were Verell and Sheah Zelado. Verell, the father, is the local librarian, while Sheah is the primary school teacher. De'Al has 3 living siblings, one older and two younger. Before being sponsored to the Pathfinder Academy, De'Al was on track to take over the library from her father, as her early love of books meant she spent a great deal of time reading and helping out with keeping things organized.

While she was only six years old, De'Al was out playing with her siblings when a wildcat attacked. Her oldest brother was killed fighting it off, and De'Al was gravely injured. During her recovery, Potell's bluff was besieged by a month-long winter storm. While she survived both the mauling and the cold, the damage done to De'Al's body left her quite frail. Her mind remained sharp however, and she spent much of her time studying and learning all she could.

When the Pathfinder Academy opened its doors to foreign admissions, the leadership of Argos began searching its people for prospective applicants. Out of a good many children, De'Al was selected because of her keen intellect and willingness to learn. The Lord Kanvar, the nation's wealthiest businessman, footed the fees for not only enrollment, but also getting De'Al there. As 'payment' for this, Kanvar has asked De'Al to return to Argos and teach others what she's learned, when she's ready.



SPELLS KNOWN

START W/ ALL CANTRIPS, 3+INT 1ST
LEARN 2 NEW SPELLS PER LEVEL

0TH ray of frost, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilize, touch of fatigue, scrivener's chant

★ endure elements ☐, command, ear-piercing scream, enlarge person, frostbite, mage armour, snowball,

1ST

★ bear's endurance ☐

2ND

★ protection from energy ☐

3RD

★ spell immunity ☐

4TH

★ spell resistance ☐

5TH

★ mass bear's endurance ☐

6TH

★ greater restoration ☐

7TH

★ iron body ☐

8TH

★ miracle ☐

9TH

CAERBANNOG

ARCTIC HARE VALET FAMILIAR

N Tiny animal (valet familiar)

Init: +3; Senses: low-light vision; Perception +1

DEFENSE

AC: ____, touch 15, flat-footed ____ (+3 DEX, +2 size, + ____ natural)

HP: ____ (½ De'Al's HP) (____HD [De'Al's lvl])

Fort: + ____ Ref: + ____ Will: + ____

OFFENSE

Speed: 50'

Melee: bite + ____ (1d3-4), touch spell + ____

Space: 2.5'; Reach: 0'

STATISTICS

STR 3 DEX 16 CON 9 INT ____ WIS 12 CHA 5

BAB: + ____; CMB: + ____ CMD: + ____ (+4 vs trip)

Feats: Run

Skills: Stealth +15 (+19 in snow), Craft (all De'Al's) + ____

SPECIAL ABILITIES

Familiar: De'Al gains +4 Initiative

Able Assistant: Treat Caerbannog as if he had the Cooperative Crafting feat and shares all Craft skills and item creation feats with De'Al.

Empathic Link: Communicate emotionally with familiar at up to 1 mile.

Teammate: Caerbannog shares teamwork feats with De'Al.

Magical Manipulation: Caerbannog can cast open/close and prestidigitation at will as a spell-like ability.

Store Spells: Caerbannog stores De'Al's spells. Without a familiar, she cannot prepare Witch spells.

☐ 3rd: Deliver Touch Spells: Caerbannog can deliver touch spells or hexes for De'Al. If Caerbannog is touching De'Al when she casts a touch spell, De'Al can designate Caerbannog as the 'toucher'. Caerbannog can then move and deliver the touch spell. If delivering a harmless spell to a willing creature, Caerbannog can move before and after delivering it as long as he does not move more than his base movement speed.

☐ 5th: Speak With Master: Caerbannog and De'Al can communicate verbally as if using a common language. Others need magical help to decipher.

☐ 7th: Deliver Aid: Caerbannog can move before and after using the aid another action, as long as he does not move more than his total speed.

☐ 11th: Spell Resistance: Caerbannog gains SR equal to De'Al's level +5.

☐ 13th: Aide to All: Caerbannog can use aid another as a full-round action to grant up to three adjacent creatures bonuses. These bonuses can apply to the same action/check or to different actions/checks.

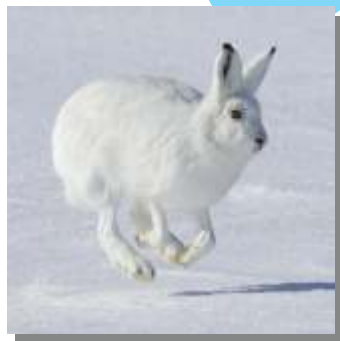


TABLE: CAERBANNOG ADVANCEMENT

LVL	Nat AC	INT	Attacks	Fort	Reflex	Will
1st	+1	6	+3	+1	+5	+3
2nd	+1	6	+4	+1	+5	+4
3rd	+2	7	+4	+1	+5	+4
4th	+2	7	+5	+1	+5	+5
5th	+3	8	+5	+1	+5	+5
6th	+3	8	+6	+1	+5	+6
7th	+4	9	+6	+1	+5	+6
8th	+4	9	+7	+1	+5	+7
9th	+5	10	+7	+2	+6	+7
10th	+5	10	+8	+2	+6	+8
11th	+6	11	+8	+2	+6	+8
12th	+6	11	+9/+4	+3	+7	+9
13th	+7	12	+9/+4	+3	+7	+9
14th	+7	12	+10/+5	+3	+7	+10
15th	+8	13	+10/+5	+4	+8	+10
16th	+8	13	+11/+6	+4	+8	+11
17th	+9	14	+11/+6	+4	+8	+11
18th	+9	14	+12/+7	+5	+9	+12
19th	+10	15	+12/+7	+5	+9	+12
20th	+10	15	+13/+8	+5	+9	+13

TABLE: WITCH [TRUNCATED]

		PROGRESSIONS			SPELLS PER DAY									
EXP	LVL	BAB	F/R	W	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
—	1st	+0	+0	+2	3	1								
2,000	2nd	+1	+0	+3	4	2								
5,000	3rd	+1	+1	+3	4	2	1							
9,000	4th	+2	+1	+4	4	3	2							
15,000	5th	+2	+1	+4	4	3	2	1						
23,000	6th	+3	+2	+5	4	3	3	2						
35,000	7th	+3	+2	+5	4	4	3	2	1					
51,000	8th	+4	+2	+6	4	4	3	3	2					
75,000	9th	+4	+3	+6	4	4	4	3	2	1				
105,000	10th	+5	+3	+7	4	4	4	3	3	2				
155,000	11th	+5	+3	+7	4	4	4	4	3	2	1			
220,000	12th	+6/+1	+4	+8	4	4	4	4	3	3	2			
315,000	13th	+6/+1	+4	+8	4	4	4	4	4	3	2	1		
445,000	14th	+7/+2	+4	+9	4	4	4	4	4	3	3	2		
635,000	15th	+7/+2	+5	+9	4	4	4	4	4	4	3	2	1	
890,000	16th	+8/+3	+5	+10	4	4	4	4	4	4	3	3	2	
1,300,000	17th	+8/+3	+5	+10	4	4	4	4	4	4	4	3	2	1
1,800,000	18th	+9/+4	+6	+11	4	4	4	4	4	4	4	3	3	2
2,550,000	19th	+9/+4	+6	+11	4	4	4	4	4	4	4	4	3	3
3,600,000	20th	+10/+5	+6	+12	4	4	4	4	4	4	4	4	4	4

BONUS SPELLS PER DAY									
MOD	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0									
1	1								
2	1	1							
3	1	1	1						
4	1	1	1	1					
5	2	1	1	1	1				
6	2	2	1	1	1	1			
7	2	2	2	1	1	1	1		
8	2	2	2	2	1	1	1	1	
9	3	2	2	2	2	1	1	1	1
10	3	3	2	2	2	2	1	1	1

toasterr



ITEM DCs

Add 5 for every crafting prerequisite you do not have.

- Add 5 to rush, doubling the gp value you may craft per day.

CASTER LEVEL

GOLD PIECE PRICES

CRAFTING TIME

Note: Caerbannog can add 1,000gp of crafting with his "Able Assistant" ability. This can be increased to an additional 2,000gp per day if De'Al rushes crafting herself.

While out adventuring, you may dedicate a 4 hour block to crafting, but due to interruptions and the like, you only net 2 hours' worth of crafting for that day.

MAGIC ITEM CRAFTING TRACKER

ITEM NAME:		
BASE PRICE	BEING MADE FOR	HOURS REQUIRED (DAYS x8)
CRAFTING PRICE	CRAFTING DC	HOURS SPENT
PAID: _____		

BAG:

BAG:

[illegible]