

Ann Scarecrow

Tom

CHARACTER BIO

Ann Scarecrow is a **15** year old, **Medium** sized, **Female Human**, with **Black** eyes and **Black** hair. She stands **5' 2"** tall and weighs **124 pounds**. Her world view is **Chaotic Good** in nature, and is currently a worshipper of **Ventila**

CHARACTER LEVEL CLASSES and LEVELS

3 Witch, Brooms Magic 3

CURRENT EXPERIENCE 3,300 NEXT LEVEL AT 6,000 NEEDED TO MAKE LEVEL 2,700 EXPERIENCE GAINED IN PLAY

HP TRACK

NON LETHAL

AC TRACK

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	11	+0			HP POINTS 18	3d4		SPEED MOVE 30
DEX	18	+4			AC ARMOR 14	10	14 = 10 + 0 + 0 + 4 + 0 + 0 + 0	
CON	14	+2						
INT	14	+2			FORTITUDE CON +3	1	1 + 2 + 0 + 0 + 0	BASE ATTACK +1
WIS	14	+2			REFLEX DEX +5	1	1 + 4 + 0 + 0 + 0	INITIATIVE MODIFIER
CHA	18	+4			WILL WIS +5	3	3 + 2 + 0 + 0 + 0	+4 = 4 + 0

GRAPPLE	MELEE	RANGED
ATTACK BONUS	ATTACK BONUS	ATTACK BONUS
+1	+1	+5
1 = 1 + 0 + 0 + 0 + 0	1 = 1 + 0 + 0 + 0 + 0	1 = 1 + 4 + 0 + 0 + 0
TOTAL		

SKILLS MAX RANKS 6/3

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC	
wAppraise (Int)	2	=	+	2	
wBalance (Dex)*	4	=	+	4	
wBluff (Cha)	8	=	4	4	
wClimb (Str)*	0	=	+	0	
wConcentration (Con)	8	=	6	2	
wControl Shape (Wis)	2	=	+	2	
wDiplomacy (Cha)	4	=	+	4	
wDisguise (Cha)	4	=	+	4	
wEscape Artist (Dex)*	4	=	+	4	
wForgery (Int)	2	=	+	2	
wGather Information (Cha)	4	=	+	4	
wHeal (Wis)	4	=	2	2	
wHide (Dex)*	4	=	+	4	
wIntimidate (Cha)	4	=	+	4	
wJump (Str)*	0	=	+	0	
Knowledge-Anatomy (Int)	3	=	1	2	
Knowledge-Dreams (Int)	3	=	1	2	
Knowledge-Local (Int)	3	=	1	2	
Knowledge-Nature (Int)	3	=	1	2	
Knowledge-Poison (Int)	3	=	1	2	
wListen (Wis)	2	=	+	2	
wLiteracy ()	0	=	+	0	
wMove Silently (Dex)*	4	=	+	4	
wPerform-Act (Cha)	4	=	+	4	
wPerform-Comedy (Cha)	4	=	+	4	
wPerform-Dance (Cha)	4	=	+	4	
wPerform-Keyboard Instruments (Cha)	4	=	+	4	
wPerform-Oratory (Cha)	4	=	+	4	
wPerform-Percussion (Cha)	4	=	+	4	
wPerform-Sing (Cha)	4	=	+	4	
wPerform-String Instruments (Cha)	4	=	+	4	
wPerform-Weapon Drill (Cha)	4	=	+	4	
wPerform-Wind Instruments (Cha)	4	=	+	4	
Profession-Astrologer (Wis)	3	=	1	2	
Profession-Bodypainter (Wis)	3	=	1	2	
Profession-Brewer (Wis)	3	=	1	2	
Profession-Cook (Wis)	3	=	1	2	
Profession-Farmer (Wis)	3	=	1	2	
Profession-Herbalist (Wis)	3	=	1	2	
Profession-Lumberjack (Wis)	3	=	1	2	
Profession-Tattoo Artist (Wis)	3	=	1	2	
Profession-Woodcutter (Wis)	3	=	1	2	
wRemote View (Int)	2	=	+	2	
wRide (Dex)	4	=	+	4	
wSearch (Int)	2	=	+	2	
wSense Motive (Wis)	2	=	+	2	
Spellcraft (Int)	6	=	4	2	
wSpot (Wis)	2	=	+	2	
wSurvival (Wis)	2	=	+	2	
wSwim (Str)*	0	=	+	0	
wTrade (Cha)	6	=	+	4	2
wUse Rope (Dex)	4	=	+	4	

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
I1 Dagger (M/P)	1	1d4	19-20/x2	1
I2 Quarterstaff (M/B)	1	1d6	x2	4
I2 Unarmed strike (M/B)	1	1d3	x2	-

I — Main hand (Primary) w — Off hand (Secondary) I2 — Two-handed

w Can be used untrained * Armor Check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
y Backpack	2 g	1	2	y Pot, iron	5 s	1	10
y Bedroll	1 s	1	5	y Potion Belt	1 g	1	1
y Belt, Leather	2 s	1	—	y Sewing needle	5 s	1	—
y Candle (5)	5 c	1	—	y Soap (per lb.)	5 s	1	1
y Chalk, 1 piece	1 c	1	—	y Spell component pouch	5 g	1	2
y Coin: cp (9)	9 c	1	0.2	y Torch (2)	2 c	1	2
y Coin: gp (23)	23 g	1	0½	y Waterskin (full)	1 g	1	4
y Coin: sp (6)	6 s	1	0.1	° Dagger	2 g	1	1
y Fishhook (2)	2 s	1	—	° Quarterstaff	0 g	1	4
y Flask	3 c	1	1½	↪ Blessed Bandage	10 g	2	—
y Flint and steel	1 g	1	—				
y Ink (vial)	8 g	1	—				
y Inkpen	1 s	1	—				
y Magnet, Small	10 g	1	1				
y Money Belt	4 g	1	—				
y Oil (pint)	1 s	1	1				

CARRIED WEIGHT	1-38	39-76	77-115	115	230	575	u Armor	² Gem Art	y Goods	6 Potion	j Ring	d Rod
36 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	b Scroll	v Shield	f Staff	! Wand	° Weapon	↪ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
—	—	—	—	Proficient	—	—

Brew Potion — You can create potions, which carry spells within themselves. (PH89).
Combat Casting — You get a +4 bonus to Concentration checks made to cast a spell while on the defensive (PH92).
Force of Personality — Add Cha modifier rather than Wis modifier, to Will saves (CAAdv109).

CLASS FEATURES

- WITCH, BROOMS MAGIC
- Brew Potion
- Corruption: 0
- Depravity: 0
- Proficiency: Wizard Weapons Club
- Proficiency: Wizard Weapons Dagger
- Proficiency: Wizard Weapons Dart
- Proficiency: Wizard Weapons Quarterstaff
- Spells
- Summon Familiar

LANGUAGES

Common, Elven, Sylvan

COINS

NEW COINS GAINED IN PLAY
9 cp
6 sp
23 gp
0 pp
24 gp Total gp equivalent (approximate)

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Barak of CMP for the original sheet code and design. **Rlphay** for beta testing, bug reports, and the initial intelligent items section. **Thrombin** for the original Turning table, sections of the Spell Table, Touch AC code, Spell Prep corrections, Companion fix for Natural Armor and Epic bonus. **Lestat** for sections of the Spell Table.

WITCH, BROOMS MAGIC SPELLS

	0	1	2	3	4	5	6	7	8	9
Known:	14	14	—	—	—	—	—	—	—	—
Per Day:	6	6	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Cure Minor Wounds School of Conjuratation / <i>Cures 1 point of damage (PH216)</i>	V,S	14	Harmless	1 Action	Touch	Instantaneous	Will Half
	Dancing Lights School of Evocation / <i>Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape(PH216)</i>	V,S	14	No	1 Action	100 ft.+10 ft./level	1 minute (D)	None
	Daze School of Enchantment / <i>This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)</i>	V,S,M	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	Detect Magic School of Divination / <i>Detects spells and magic items within 60 ft (PH219)</i>	V,S	14	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	Ghost Sound School of Illusion / <i>Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)</i>	V,S,M	14	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	Will Disbelief (if interacted with)
	Guidance School of Divination / <i>Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)</i>	V,S	14	Yes	1 Action	Touch	1 minute or until discharged	Will Negates
	Light School of Evocation / <i>Object shines like a torch (PH248).</i>	V,M,DF	14	No	1 Action	Touch	10 minutes/level (D)	None
	Lullaby School of Enchantment / <i>-5 penalty to listen and spot checks, -2 on will saves (PH 249)</i>	V,S	14	Yes	1 Action	100 ft.+10 ft./level	Concentration +1 round/level (D)	Will Negates
	Mage Hand School of Transmutation / <i>5-pound telekinesis (PH249).</i>	V,S	14	No	1 Action	25 ft.+5 ft./2 levels	Concentration	None
	Mending School of Transmutation / <i>Makes minor repairs on an object (PH253).</i>	V,S	14	Harmless/Obj	1 Action	10 ft.	Instantaneous	Will Negates
	Message School of Transmutation / <i>Whispered conversation at distance (PH253).</i>	V,S,F	14	No	1 Action	100 ft.+10 ft./level	10 minutes/level	None
	Prestidigitation School of Universal / <i>Performs minor tricks (PH264).</i>	V,S	14	No	1 Action	10 ft.	1 Hour	Special; See text
	Read Magic School of Divination / <i>Read scrolls and spellbooks (PH269).</i>	V,S,F	14	-	1 Action	Personal	10 minutes/level	
	Virtue School of Transmutation / <i>Subject gains 1 temporary hp (PH298).</i>	V,S,DF	14	Harmless	1 Action	Touch	1 minute	Special; See text

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Cause Fear School of Necromancy / <i>The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)</i>	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	1d4 rounds or 1 round; See Text	Will Partial
	Charm Person School of Enchantment / <i>This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).</i>	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates
	Command School of Enchantment / <i>You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)</i>	V	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	Confusion, Lesser School of Enchantment / <i>This spell causes the targets to become confused, and unable to independently determine what they will do (PH212)</i>	V,S,DF	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	Cure Light Wounds School of Conjuratation / <i>Cures 1d8+1/level damage [max +5] (PH215)</i>	V,S	15	Harmless	1 Action	Touch	Instantaneous	Will Half
	Disguise Self School of Illusion / <i>You make yourself - including clothing, armor, weapons, and equipment - look different (PH222)</i>	V,S	15	-	1 Action	Personal	10 minutes/level (D)	Special; See text
	Doom School of Necromancy / <i>This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)</i>	V,S,DF	15	Yes	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates
	Entangle School of Transmutation / <i>Grasses, weeds, bushes and even trees wrap, twist, and entwine about creatures in (or those that enter) the area (PH227)</i>	V,S,DF	15	No	1 Action	400 ft.+40 ft./level	1 minute/level	Reflex Partial
	Faerie Fire School of Evocation / <i>A pale glow surrounds and outlines the subjects, who shed light as candles, thus negating many illusory effects (PH229)</i>	V,S,DF	15	Yes	1 Action	400 ft.+40 ft./level	1 minute/level (D)	None
	Feather Fall School of Transmutation / <i>The affected creatures or objects fall slowly, though faster than feathers typically do (PH229)</i>	V	15	Harmless	0 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	Hypnotism School of Enchantment / <i>Your gestures and incantation fascinate 2d4 HD of nearby creatures, causing them to stop and stare blankly at you(PH242)</i>	V,S	15	Yes	1 Round	25 ft.+5 ft./2 levels	2d4 rounds (D)	Will Negates
	Obscuring Mist School of Conjuratation / <i>Fog surrounds you (PH258).</i>	V,S	15	No	1 Action	20 ft.	1 minute/level	None
	Silent Image School of Illusion / <i>Creates minor illusion of your design (PH279).</i>	V,S,F	15	No	1 Action	400 ft.+40 ft./level	Concentration	Will Disbelief (if interacted with)
	Sleep School of Enchantment / <i>Put up to 4 HD of creatures into comatose slumber (PH280).</i>	V,S,M	15	Yes	1 Round	100 ft.+10 ft./level	1 minute/level	Will Negates