

Whiskers

Male Kitsune Witch (White Haired Witch) 1, Grand Lodge faction - CR 1/2

Chaotic Good Humanoid; Deity: **The Lantern King**; Age: **18**; Height: **5' 2"**; Weight: **130lb.**; Eyes: **Blue**; Hair: **Red/White**

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
DEX <small>DEXTERITY</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>
CON <small>CONSTITUTION</small>	<input type="text" value="11"/>	<input type="text" value="0"/>	<input type="text"/>
INT <small>INTELLIGENCE</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>
WIS <small>WISDOM</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
CHA <small>CHARISMA</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text"/>

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+0 =	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
REFLEX <small>(DEXTERITY)</small>	+3 =	<input type="text"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
WILL <small>(WISDOM)</small>	+2 =	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =	<input type="text"/>	<input type="text"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC <input type="text" value="13"/>	Flat-Footed AC <input type="text" value="11"/>
<small>BAB</small>	<small>Strength</small>
<small>Size</small>	<small>Misc</small>

CM Bonus +0 =	<input type="text" value="-"/>	<input type="text" value="0"/>	<input type="text" value="-"/>	<input type="text" value="-"/>
-----------------------------	--------------------------------	--------------------------------	--------------------------------	--------------------------------

CM Defense 13 =	10	<input type="text" value="-"/>	<input type="text" value="0"/>	<input type="text" value="+3"/>	<input type="text" value="-"/>
<small>BAB</small>	<small>Strength</small>	<small>Dexterity</small>	<small>Size</small>		

Base Attack <input type="text" value="+0"/>	HP <input type="text" value="7"/>
--	--

Initiative <input type="text" value="+3"/>	Damage / Current HP
Speed <input type="text" value="30 ft"/>	<input type="text"/>

Bite (Kitsune)

Mainhand: **+0, 1d4** Crit: x2
Light, B/P/S

Hair (White Haired Witch)

Mainhand: **+3, 1d4+3** Crit: x2
Light, B

Light crossbow

Ranged: **+1, 1d8** Crit: 19-20/x2
 Ranged, Both Hands: **+3, 1d8** Rng: 80'
2-Hand, P

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	1	
Appraise	+3	INT (3)	-	
Bluff	+7	CHA (2)	1	
Climb	+0	STR (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+7	INT (3)	1	
Perception	+2	WIS (0)	-	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (0)	-	
Spellcraft	+7	INT (3)	1	
Stealth	+3	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+6	CHA (2)	1	

Feats, Traits & Flaws

Fast-Talker
 Magical Tail
 Rice Runner
 Simple Weapon Proficiency - All

Special Abilities

+1 natural armor bonus
 Change Shape (Su)
 Empathic Link with Familiar (Su)
 Kitsune Magic
 Low-Light Vision
 Share Spells with Familiar
 White Hair (Grab) (Su)

Spell-Like Abilities

Dancing Lights (3/day) (Sp)
 Disguise Self (2/day) (Sp)

Gear

Total Weight Carried: 27.04/100lbs, Light Load
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

Crossbow bolts x10	0.1 lbs
Light crossbow	4 lbs
Money	0.04 lbs
Pathfinder's kit	22 lbs
Potion of cure light wounds	-
Potion of magic fang	-
Traveller's outfit (Free)	-

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of magic fang	<input type="checkbox"/>

Languages

Celestial	Sylvan
Common	Thassilonian
Elven	

Spells & Powers

Witch (White Haired Witch) Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +0 Ranged Touch +3

Maximum Witch (White Haired Witch) spells per day: **3/***x0;
2x1

Witch (White Haired Witch) 0: Resistance, Stabilize, Detect Magic

Witch (White Haired Witch) 1: Mage Armor, Burning Hands (DC 14)

Companions

Boxie (Arcane Familiar), Turtle - CL1 - CR 1/6

STR **3** (-4), DEX **6** (-2), CON **8** (-1), INT **6** (-2), WIS **12** (+1), CHA **3** (-4); Fortitude **+1**, Reflex **+0**, Will **+3**

HP: 3/3; Init: -2; Speed: 5 feet

Attack Bonus: +2; Armor Class: 17 / 10 Tch / 17 Fl

Acrobatics **+2**, Bluff **-3**, Fly **+2**, Perception **+4**, Spellcraft **-1**, Stealth **+6**, Swim **+10**, Use Magic Device **-3**

Bite (Turtle) **Melee -2, 1d3-4, x2**

Special: Improved Evasion (Ex), Low-Light Vision, Shell Retreat, Swimming (20 feet)

Experience & Wealth

Experience Points: **0/3**

Current Cash: **2 GP**

Grand Lodge: **Fame: 0, PP: 0**