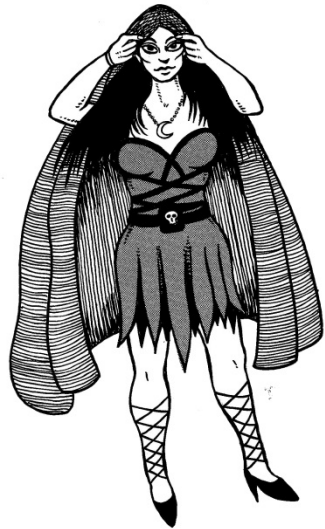


**Female Human – Age 18 – Chaotic Neutral – 5’6” tall, 100 lbs**

<b>STR</b>	12	<b>+1</b>	<b>FORT</b>	<b>+1</b>	
<b>DEX</b>	12	<b>+1</b>	<b>REF</b>	<b>+1</b>	
<b>CON</b>	12	<b>+1</b>	<b>WILL</b>	<b>+5</b>	
<b>INT</b>	17	<b>+3</b>	<b>MELEE</b>	<b>+0 Knife (1d4+1)</b>	
<b>WIS</b>	16	<b>+3</b>	<b>RANGED</b>	<b>+0</b>	
<b>CHR</b>	17	<b>+3</b>	<b>AC</b>	<b>11 (+1 Dex)</b>	
<b>Hit Points</b>	<b>7</b>		<b>Physical Description:</b> Cute, black hair, tallish and thin.		
<b>Speed</b>	<b>30 feet</b>				
<b>Initiative</b>	<b>+2</b>				
<b>Languages</b>	<b>Common</b>				
<b>Feats</b>	<b>Eschew Materials:</b> Cast spells without material components. <b>Deceitful:</b> +2 to Bluff and Disguise, <b>Alertness:</b> +2 to perception and Sense Motive				
<b>Witch Abilities</b>	Spells, Familiar, Hexes				
<b>Skills:</b>	<b>Heal:</b> 7 (9)*; <b>Intimidate:</b> 7; <b>Profession (brewer**)</b> : 7; <b>Spell Craft:</b> 5; <b>Use Magic Device:</b> 7 *Bonus +2 with healing kit; **Bonus +2 to brewing as a bonus from you childhood.				

<b>Spells per Day</b>									
<b>DC 13</b>	<b>DC 14</b>	<b>DC 15</b>	<b>DC 16</b>	<b>DC 17</b>	<b>DC 18</b>	<b>DC 19</b>	<b>DC 20</b>	<b>DC 21</b>	<b>DC 22</b>
<b>0</b>	<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>	<b>4<sup>th</sup></b>	<b>5<sup>th</sup></b>	<b>6<sup>th</sup></b>	<b>7<sup>th</sup></b>	<b>8<sup>th</sup></b>	<b>9<sup>th</sup></b>
3	2	-	-	-	-	-	-	-	-
<b>Prepared Spells</b>									
<b>0-Level:</b> bleed, dancing lights, touch of fatigue. (cast as often as you like).									
<b>1<sup>st</sup> Level:</b> Burning Hands, Cause Fear									
<b>Witch: Healing Hex</b> – Cure Light Wounds									

Goth girl fixated on sadness: A rebel against society, who dabbles in the dark witch magic arts. She is prone to dark thoughts.

**Locked Up Possessions:** Sexy witch outfit. Athame (knife) +1, Healing Kit (+2 to Heal Checks and +2 hit point healed).

**Spells:** You cast arcane spells. You must choose and prepare your spells ahead of time. You must commune with your familiar each day to prepare your spells. Your familiar stores all the spells that you know.

**Cantrips: 0-Level Spells:** *bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink\*, read magic, resistance, spark\*, stabilize, touch of fatigue.*

**1<sup>st</sup> Level Spells:** *beguiling gift\*, burning hands, cause fear, hypnotism, reduce person, sleep.*

**Healing Hex:** You have the Healing Hex, which allows you to cast *cure light wounds* once a day.

**Autobiography:** There is a storm coming. I can tell, and I like storms. They are dark, and more reflective of the truth of life, don't you think? I hate people who are sunny and happy all the time, they're so phony. There is little happiness in life, except.... except for embracing the dark. When you stop running from the dark, and let it warm you up, you find you really have nothing to fear.

Recently my mother asked me to come hunting with her. She said I was acting weird, sad, and down. I said I act that way all the time, and she said it wasn't right. We were outside and we stopped, listening to a high-pitched screeching. Was it a woman or an animal? I couldn't tell for sure. Next thing I knew, I was here in the hospital with pink glowing eyes.

### Goals/Motivations

- Escape the hospital
- Figure out why my eyes are pink
- Revel in the darkness of life
- Get to know Kitty or Doc... or both

**In the time since you were incarcerated, you have formed the following brief impressions of the 5 other people locked up with you:**

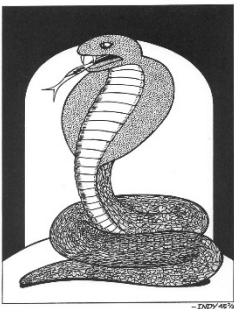
### INTERACTIONS:

- Doc – I really don't like anyone, but... the cowboy is tough, that's for sure. I can see it written on his face. He's handsome too, but in a weird way. There is a doom about him that is strangely attractive.
- Shorty – The small guy is cute, and way too happy. He talks way, way, way too much! I really wish he would shut up. But on the other hand, I really wish I could stop myself from saying insulting things to him about the hypocrisy of his so called "wisdom." I really don't dislike him.
- Thombold – Yeah, this is the kind of guy I generally despise. He's good looking, but dumb and arrogant. But I'm trying to overcome my desire to hate everyone. Maybe there is something about him that isn't just totally despicable. I need to try.
- Taylor – What an interesting shy... person, creature? I feel for him, or is it her? I can tell though that she's an outsider, can't relate, feels picked on, lacks confidence. I get her... and I want to help. The crazy things she says under her breath though... wow.
- Kitty – Yeah, this is the kind of girl that's so pathetic she should drown herself. She's too nice, and an attention getter, and can't decide who she really is. But she's so cute, I mean, she's gorgeous! At least she would shut up.

**History:** Your mother taught you to paint and to brew potions, and you father taught you to brew mead and beer. Consequently, you're quite good at all sorts of brewing.

**Witch Patron:** You have chosen Apathe, the Goddess of Deception as your patron.

**Witch's Familiar:** You have formed a close bond with a viper that has taught you magic and helps to guide you along your path. He came with you across to the island and is hidden in your clothing.



### Sebastian - Viper

**AC 17, HP 3, Bite +5 (1d2-2 plus poison); Poison (Ex):** Bite – injury, save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.