

Kyronai Witch 9

[N] [Medium] [Human] [Half-Elf] [Humanoid]

Perception +13 (+2 initiative); Low-Light Vision

Languages Common, Elven, Gaul, Persian, Tengu, Terran

Skills Acrobatics +15, Arcana +19, Athletics +0, Diplomacy +11, Lore: Academia +15, Lore: Theater +15, Occultism +19, Religion +13, Society +15, Stealth +14, Survival +13

Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +0

Items +1 Chain Shirt, Wand of Manifold Missiles (3rd-Level Spell)

AC 16; **Fort** +15, **Ref** +17, **Will** +15

HP 80

Recognize Spell ➤ **Prerequisites** trained in Arcana, Nature, Occultism, or Religion **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting. If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure. **Critical Success** You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it. **Success** You correctly recognize the spell. **Failure** You fail to recognize the spell. **Critical Failure** You misidentify the spell as another spell entirely, of the GM's choice.

Speed 25 feet

Ranged +1 Striking Corrosive Longbow +16 (Deadly d10, Volley 30 ft., Acid, Conjuraton, Magical),
Damage 2d8 P +1d6^{Acid}

Point-Blank Shot ♦ (Open, Stance) **Requirements** You are wielding a ranged weapon. You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Arcane Prepared Spells DC 27, attack +17; **5th** *Subconscious Suggestion*, *Black Tentacles*; **4th** *Fly Suggestion*, *Wall of Fire*; **3rd** *Blindness*, *Slow*, *Stinking Cloud*; **2nd** *Acid Arrow*, *Dispel Magic*, *Mirror Image*; **1st** *True Strike*, *Briny Bolt*, *Grease*; **Cantrips** *Detect Magic*, *Tanglefoot*, *Light*, *Produce Flame*, *Shield*

Arcane Innate Spells DC 23, attack +13; **Cantrips** *Detect Magic*

Arcane Innate Spells DC 23, attack +13; **4th** *Fly*; **3rd** ; **2nd** ; **1st** ; **Cantrips**

Focus Spells (2 points) **Discern Secrets** ♦ **Range** 30 feet; **Targets** 1 creature **Duration** sustained up to 1 minute You call upon your patron's power to better uncover secrets. When you Cast the Spell, the target can Recall Knowledge, Seek, or Sense Motive. The target gains a +1 status bonus to the skill

or Perception used for the roll, and this bonus remains as long as you Sustain the Spell. The target is temporarily immune to *discern secrets* for 1 minute. **Heightened (5th)** You can target two creatures instead of one.

Phase Familiar ➤ **Range** 60 feet; **Targets** your familiar You draw upon your patron's power to momentarily shift your familiar from its solid, physical form into an ephemeral version of itself shaped of mist. Your familiar gains resistance 5 to all damage and is immune to precision damage. These apply only against the triggering damage. **Heightened (+1)** Increase the resistance by 2.

Blood Ward ⚔ **Range** 30 feet; **Targets** 1 creature **Duration** sustained up to 1 minute You consolidate warding energies with a gesture, guarding a creature against attacks from a certain type of foe. Designate one of the following creature traits: aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, fungus, monitor, ooze, plant, or undead. The target gains a +1 status bonus to its saving throws and AC against creatures with that trait. The target is temporarily immune for 10 minutes. **Heightened (5th)** The status bonus increases to +2.

Additional Feats Aeromancer, Arcane Sense, Archer Dedication, Assured Identification, Basic Lesson, Elven Instincts, Elven Verve, Half-Elf, Murksight, Quick Recognition, Schooled in Secrets, Steady Balance, Unwavering Mien

Additional Specials Basic Lesson (Lesson of Protection), Familiar, Hexes, Patron (Rune), Witch Spellcasting