

Hecate Barnacle CR 9

Female Sorceress (gold draconic bloodline) 6/Shadowdancer 2/Hoplite 1

CN Medium humanoid (human)

Init +3 **Senses** darkvision 60 ft.; Perception +13

Languages Dwarven, Greek, Undercommon **Deity:** Tyche

AC 29, **touch** 15, **flat-footed** (26)

hp 75 (9 HD) **Fire Resist** 5

Fort +12, **Ref** +9, **Will** +9 (+2 trait bonus vs fear & death effects)

Defense Options: evasion, hide in plain sight, hoplite shield, uncanny dodge

Speed 30 ft. (6 squares)

Melee +3 *backstabbing bardiche* +11 (1d10+6/19–20,+1d6 vs flanked or opponents denied Dex bonus)
or mwk light flail +9 (1d8+3/19-20) or mwk quarterstaff +9 [+5/+5] (1d6+3/[1d6+3])

Ranged mwk sling +9 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

BAB: +5 **CMB:** +8 **CMD:** 21

Atk Options claws +8(1d4+3) x2, spring attack, hide in plain sight

Spells Known (CL 6th concentration +12):

3rd (3/day, DC 19) - *fireball* (6d6+6 fire dam 20ft. spread, 640ft. range, ST Ref ½, SR y)

2nd (5/day, DC 18) - *knock* (160ft. range, SR-, ST-), *resist energy* (Dur 1hr.),
scorching ray(2 rays, 4d6 fire dam, 40ft range, ST-, SR y)

1st (6/day, DC 17) - *burning hands* (5d4+5 fire dam, 15ft. range, cone shaped burst, ST Ref ½, SR -),
ear-piercing scream (5d6 sonic dam & dazed 1 rnd, 40ft. range, ST Fort ½ neg daze, SR y),
ray of enfeeblement (1d6 Str dam, dur 6 min., 40ft range ST Fort dam =fatigued), *shield* (dur 6 min.)

0 (at will, DC 16) - *detect magic*, *disrupt undead* (1d6 pos dam, 40ft. range, ray, ST-, SR y), *light* (dur 1hr.), *read magic*,
ray of frost (1d3 cold dam, 40ft. range, ST-, SR y), *spark* (40ft range)

Bloodline Arcana: Spells with the fire descriptor get +1 point of damage per die rolled.

[Every night Hecate needs to make a DC: 15 Fort save vs insomnia or only gain ½ spells and a -1 flaw penalty on all rolls for 24 hours or until 8 hours of uninterrupted sleep]

Abilities Str 16, Dex 16, Con 14, Int 11, Wis 13, Cha 19

Traits Adopted (elves-magic bonuses), Reincarnated, Region - Gnosis

Flaws Insomniac, Meticulous

Feats Arcane Armor Training, Combat Reflexes, Dodge, Eschew Materials, Great Fortitude, Hoplite Shield, Leadership, Mobility, Spring Attack, Toughness

Skills Acrobatics +14, Appraise +5, Bluff +9, Climb +9, Craft(armorer) +5, Craft(weaponsmith) +5, Diplomacy +10, Disguise +8, Escape Artist +7, Fly +7, Heal +2, Intimidate +9, Knowledge (arcana) +5, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Linguistics +3, Perception +13, Perform(dance) +10, Ride +7, Sense Motive +2, Sleight of Hand +7, Spellcraft +10 (+2 identify magic), Stealth +15, Survival +6, Swim +7, Use Magic Device +10, [Hecate gets a -2 flaw penalty to all skills she does not have ranks in]

Possessions combat gear, +2 *mithral chain shirt*, mock armor, *Athena* potion (cure ½ hp), bedroll, caltrops x2, *cloak of resist* +3, *elixir of hiding* x6, *elixir of tumbling* x8, *feather token (swan)* x3, *headband of vast intellect* +4, holy water x3, lembas bread x6, mwk deluxe dungeoneering kit, potion *cure light wnds* (1d8+5) x5, potion of *major image* (CL 6th), potion *stone to flesh* (CL 6th) x2, pouch, *ring of feather fall*, *rope of climbing*, scroll of *halt undead* (CL 8th), scroll of *shield* (CL 8th) x3, scroll of *wall of force* (CL 8th), *sustaining spoon*, unholy water x3, waterskin x2. 4 pp, 54 gp, 18 sp, 20 cp, gems-assorted (3850 gp), diamond (5000 gp).

Claws (Su): Hecate can manifest claws for 8 rounds/day. She can attack with both as a full round action (+8, 1d4+3).

These count as magic for the purpose of overcoming DR.

Dragon Resistance (Ex): Hecate has fire resist 5 and +1 natural armor.

Hoplite/Sorceress Bonus Feats (Ex): At first level Hecate gains Hoplite Shield which she can use with her shield spell; at second level she gains Arcane Armor Casting and Eschew Materials as bonus feats.

Hide in Plain Sight (Su): Can make Stealth checks to hide while being observed as long as within 10 ft. of dim light without needing something to actually hide behind. Cannot use own shadow.

Evasion (Ex): Any effect that allows for ½ damage with a Ref save, instead does zero damage with successful save.

Darkvision (Ex): 30 ft.

Uncanny Dodge (Ex): Hecate cannot be caught flat-footed, nor loses Dex bonus to invisible creatures. The only two times she can lose her Dex bonus is when immobilized or an opponent successfully feints vs her.