

Aelira Kaldren

Female middle-aged human (Jadwiga) hydrokineticist
14/gestalt 14/witch (hex channeler, winter witch) 14 -
CL14 - CR 41

True Neutral Humanoid (Human); Deity: **Tolc**; Age: **19**;
Height: **5' 4"**; Weight: **125 lb.**; Eyes: **Blue**; Hair: **White**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	12/14	+1/+2	
CHA CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	+9	+1	+2	+1		
Debt to a Witch (Irrisen) : +2 trait bonus vs. spells with cold descriptor and cold weather							

REFLEX (DEXTERITY)	+15	+9	+1	+2	+3		
Debt to a Witch (Irrisen) : +2 trait bonus vs. spells with cold descriptor and cold weather							

WILL (WISDOM)	+14	+9	+2	+2	+1		
Debt to a Witch (Irrisen) : +2 trait bonus vs. spells with cold descriptor and cold weather							

Immunity to Cold									
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 20	=	+7		+1		+1	+1		

Touch AC **12** **Flat-Footed AC** **19**

Prone: +4 vs. Ranged attacks and -4 vs. Melee attacks

CM Bonus	BAB	Strength	Size	Misc
+5	=	+10	-1	-

CM Defense	BAB	Strength	Dexterity	Size
21	=	10	+10	-1
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+10	HP	126
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Initiative	+1	Damage / Current HP	
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Speed	30 / 5 ft		
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+1 bane thawing longspear

Both hands: **+6/+1, 1d8 plus** Crit: x3
2d6 vs. and 1d6 vs. cold 2-hand, P, Brace,
subtype

Alpine ice axe (3/day)

Main hand: **+2/-3, 1d6** Crit: x3
Light, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+5	INT (5)	-	
Bluff	+4	CHA (4)	-	
Climb	+7	STR (-1)	-	
Concentration: Kineticist	+19		-	
Craft (alchemy)	+15	INT (5)	2	
Diplomacy	+15	CHA (4)	11	
Disguise	+4	CHA (4)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+10	DEX (1)	6	
Heal	+26	WIS (2)	14	

Healer's satchel: +2 additional circumstance bonus to treat poison,

Healer's satchel: +2 additional circumstance bonus to provide first aid,

Antidote kit: +3 circumstance bonus to treat poison

Intimidate	+4	CHA (4)	-
Knowledge (arcana)	+18	INT (5)	10

Failed Winter Witch Apprentices: +1 trait bonus to identify spells or magical effects with the cold descriptor.

Knowledge (dungeoneering)	+10	INT (5)	5
Knowledge (history)	+13	INT (5)	5
Knowledge (local)	+15	INT (5)	10
Knowledge (nature)	+17	INT (5)	9
Knowledge (nobility)	+7	INT (5)	2
Knowledge (planes)	+22	INT (5)	14
Knowledge (religion)	+15	INT (5)	10
Linguistics	+9	INT (5)	4
Perception	+20	WIS (2)	11

Spyglass: only -1/20' while using a spyglass, instead of -1/10'

Ride	+1	DEX (1)	-
Sense Motive	+5	WIS (2)	1

Skills				
Skill Name	Total	Ability	Ranks	Temp
Spellcraft	+19	INT (5)	11	
Failed Winter Witch Apprentice : +1 trait bonus to identify spells or magical effects with the cold descriptor.				
Stealth	+5	DEX (1)	1	
Survival	+6	WIS (2)	4	
Swim	+3	STR (-1)	-	
Use Magic Device	+17	CHA (4)	10	

Activated Abilities & Adjustments

Familiar Bonus: +2 to Reflex saves: Within Arms Reach
 Prone
 Shroud of Water (+7 armor or +5 shield, + 1/burn) (Su): Armor bonus

Feats

Alertness
 Armor Proficiency (Light)
 Extra Hex (Witch [Hex Channeler, Winter Witch])
 Extra Hex (Witch [Hex Channeler, Winter Witch])
 Healer's Hands (+14, 14/day) (Su)
 Incredible Healer
 Purifying Channel
 Selective Channeling
 Simple Weapon Proficiency - All
 Spark of the Uncanny
 Spell Hex

Traits

Debt to a Witch (Irrisen)
 Failed Winter Witch Apprentice (Spellcraft, Skald)

Cold Blast (Sp)

Ranged: **+11 touch, 7d6 cold** Crit: x2
 Rng: 30'
 Cold

Dagger

Main hand: **+5/+0, 1d4-1** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+11, 1d4-1** Light, P/S

Emberchill

Main hand: **+6/+1, 1d6 plus 1d6 cold** Crit: x2
 Light, S, Trip

Ice Blast (Sp)

Ranged: **+11, 14d6+15 ½ cold and ½ piercing** Crit: x2
 Rng: 30'
 ½ Cold/½ P

Icicle wand

Main hand: **+6/+1, 1d4-1 plus 1 cold** Crit: 19-20/x2
 Rng: 10'
 Light, P/S
 Ranged: **+12, 1d4-1 plus 1 cold**

Experience & Wealth

Current Cash: **7,323 gp, 8 sp, 6 cp**

Javelin of lightning

Main hand: **+5/+0, 1d6-1** Crit: x2
 Rng: 30'
 Ranged: **+11, 1d6-1** Light, P

Javelin of lightning

Main hand: **+5/+0, 1d6-1** Crit: x2
 Rng: 30'
 Ranged: **+11, 1d6-1** Light, P

Lantern staff

Both hands: **+5/+0, 1d6-1** Crit: x2
 2-hand, B, See

Unarmed strike

Main hand: **+5/+0, 1d3-1** Crit: x2
 Light, B, Nonlethal

Water Blast (Sp)

Ranged: **+11, 7d6+8** Crit: x2
 Rng: 30'
 B

Gear

Total Weight Carried: 88/90 lbs, Encumbrance Ignored

(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

+1 bane thawing longspear 9 lbs
 Acid x2 <In: Bag of holding II (45 @ 104.5 lbs)> 1 lb
 Alchemist's fire x2 <In: Bag of holding II (45 @ 104.5 lbs)> 1 lb
 Alpine ice axe (3/day) 3 lbs
 Amulet of natural armor +1 -
 Antidote kit (10 uses) <In: Backpack (35 @ 63 lbs)> 3 lbs
 Backpack (35 @ 63 lbs) <In: Bag of holding II (45 @ 104.5 lbs)> 2 lbs
 Bag of holding II (45 @ 104.5 lbs) 25 lbs
 Ball (2 in.) <In: Belt pouch (10 @ 0 lbs)> -
 Bedroll <In: Backpack (35 @ 63 lbs)> 5 lbs
 Bell <In: Backpack (35 @ 63 lbs)> -
 Belt of fallen heroes (1/day) 1 lb
 Belt pouch (10 @ 0 lbs) 0.5 lbs
 Blackfire clay x3 <In: Backpack (35 @ 63 lbs)> 10 lbs
 Blanket, winter <In: Backpack (35 @ 63 lbs)> 3 lbs
 Broom of flying (9 hours/day) <In: Bag of holding II (45 @ 104.5 lbs)> 3 lbs
 Candle x10 <In: Backpack (35 @ 63 lbs)> -
 Cauldron 5 lbs
 Cauldron of brewing (empty) <In: Bag of holding II (45 @ 104.5 lbs)> 5 lbs
 Cauldron of overwhelming allies (1/day) <In: Bag of holding II (45 @ 104.5 lbs)> 5 lbs
 Chalk x5 <In: Belt pouch (10 @ 0 lbs)> -
 Cold weather outfit (Free) -
 Cookbook of arcane augmentation (1/day) 5 lbs
 Dagger 1 lb
 Defoliant polish -
 Elemental gem (air) -

Validation Report

Validation Report (2 issues): You can still learn one or more languages.; Witch (Hex Channeler, Winter Witch): Too many Hexes assigned.

Adjustments Active: Ability Score (Permanent): +2 Charisma; Age Effects: Middle Age

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Gear

Total Weight Carried: 88/90 lbs, Encumbrance Ignored

(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

Elixir of fire breath <In: Bag of holding II (45 @ 104.5 lbs)>	-
Elixir of truth <In: Bag of holding II (45 @ 104.5 lbs)>	-
Emberchill	2 lbs
Feather token (bird)	-
Feather token (fan)	-
Feather token (swan boat)	-
Feather token (tree)	-
Feather token (tree)	-
Feather token (whip)	-
Figurine (serpentine owl, 1/day)	1 lb
Flash powder x2 <In: Bag of holding II (45 @ 104.5 lbs)>	-
Gem of brightness	-
Globe of blizzards <In: Bag of holding II (45 @ 104.5 lbs)>	1 lb
Goodberry	-
Habit of the winter explorer	7 lbs
Hand of the mage <In: Bag of holding II (45 @ 104.5 lbs)>	2 lbs
Healer's gloves	-
Healer's satchel (empty, 10/day)	1 lb
Hyperboreal robe	1 lb
Ice floe elixir <In: Bag of holding II (45 @ 104.5 lbs)>	-
Icicle wand	1 lb
Ink, black <In: Waterproof bag (7 @ 0 lbs)>	-
Inkpen <In: Waterproof bag (7 @ 0 lbs)>	-
Ioun stone (incandescent blue sphere)	-
Iron Amulet, Moc's (101 uses)	-
Iron Amulet, Rozum's (1 uses)	-
Iron Amulet, Tryva's (10 uses)	1 lb
Javelin of lightning	2 lbs
Javelin of lightning	2 lbs
Keys: D5; D6; E7	-
Lantern staff	9 lbs
Liquid ice x5 <In: Backpack (35 @ 63 lbs)>	2 lbs
Mess kit <In: Backpack (35 @ 63 lbs)>	1 lb
Money	-
Oil of taggit x2 <In: Bag of holding II (45 @ 104.5 lbs)>	-
Parchment x5 <In: Waterproof bag (7 @ 0 lbs)>	-
Phylactery of positive channeling	-
Potion of cure light wounds x7 <In: Bag of holding II (45 @ 104.5 lbs)>	-
Potion of cure moderate wounds x3 <In: Bag of holding II (45 @ 104.5 lbs)>	-
Potion of feather step <In: Bag of holding II (45 @ 104.5 lbs)>	-
Potion of jump	-
Potion of lesser restoration x3	-
Potion of reduce person x2 <In: Bag of holding II (45 @ 104.5 lbs)>	-
Potion of shield of faith +2	-
Potion of undetectable alignment <In: Bag of holding II (45 @ 104.5 lbs)>	-
Ring of protection +1	-
Robe of useful items	1 lb
Scroll case (4 @ 0 lbs) <In: Bag of holding II (45 @ 104.5 lbs)>	0.5 lbs
Scroll of command <In: Scroll case (4 @ 0 lbs)>	-
Scroll of comprehend languages <In: Scroll case (4 @ 0 lbs)>	-
Scroll of cure moderate wounds (x2) <In: Scroll case (4 @ 0 lbs)>	-
Scroll of remove sickness <In: Scroll case (4 @ 0 lbs)>	-
Scroll of see invisibility	-
Sewing needle <In: Belt pouch (10 @ 0 lbs)>	-
Shovel	8 lbs
Signal whistle	-
Smokestick x3 <In: Bag of holding II (45 @ 104.5 lbs)>	0.5 lbs
Soap <In: Backpack (35 @ 63 lbs)>	0.5 lbs

Gear

Total Weight Carried: 88/90 lbs, Encumbrance Ignored

(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

Spell component pouch	2 lbs
Spyglass <In: Bag of holding II (45 @ 104.5 lbs)>	1 lb
String or twine <In: Backpack (35 @ 63 lbs)>	0.5 lbs
Sunrod <In: Bag of holding II (45 @ 104.5 lbs)>	1 lb
Tanglefoot bag x2 <In: Bag of holding II (45 @ 104.5 lbs)>	4 lbs
Thunderstone x3 <In: Bag of holding II (45 @ 104.5 lbs)>	1 lb
Tindertwig x3 <In: Belt pouch (10 @ 0 lbs)>	-
Torch x5 <In: Backpack (35 @ 63 lbs)>	1 lb
Trail rations x5 <In: Backpack (35 @ 63 lbs)>	1 lb
Truefrost elixir x6	-
Waist pouch (empty)	0.5 lbs
Wand of cure light wounds	-
Wand of cure light wounds	-
Wand of cure moderate wounds	-
Wand of feather fall (19 charges) <In: Bag of holding II (45 @ 104.5 lbs)>	-
Wand of ice spears (41 charges)	-
Wand of speak with plants (12 charges)	-
Wand of speak with plants (9 charges)	-
Wand of spider climb (17 charges)	-
Wand of true strike (5 charges)	-
Waterproof bag (7 @ 0 lbs) <In: Bag of holding II (45 @ 104.5 lbs)>	0.5 lbs
Waterskin <In: Bag of holding II (45 @ 104.5 lbs)>	4 lbs

Special Abilities

[N/A] Bane	-
Basic Hydrokinesis (At will) (Sp)	-
Burn 4/round (14 nonlethal/burn, 4/day)	-
Climb (5 feet, earth and stone)	-
Cold Blast (Sp)	-
Deliver Touch Spells Through Familiar (Su)	-
Draining Infusion (DC 18)	-
Elemental Grip (DC 14) (Sp)	-
Elemental Overflow (Ex)	-
Empathic Link with Familiar (Su)	-
Familiar Bonus: +2 to Reflex saves	-
Frostfoot (Su)	-
Gather Power (Su)	-
Healing (2d8+10) (Su)	-
Ice Blast (Sp)	-
Icewalker (Su)	-
Internal Buffer 4 (Su)	-
Kinetic Blast (Sp)	-
Kinetic Chirurgery (Su)	-
Kinetic Cover (Sp)	-
Kinetic Healer (Sp)	-
Kinetic Restoration (Su)	-
Kinetic Revivification (Su)	-
Major Healing (3d8+14) (Su)	-
Mercy (Blinded) (Su)	-
Mercy (Cursed) (Su)	-
Mercy (Diseased) (Su)	-
Mercy (Enfeebled) (Su)	-
Mercy (Injured) (round) (Su)	-
Mercy (Sickened) (Su)	-
Metahealer (+2d6) (Su)	-
Metahealer (breath of life) (Su)	-
Metahealer (self as swift action) (Su)	-
Regenerative Sinew (7 rounds) (Su)	-

Special Abilities

Ride the Blast (Sp)
 Scry on Familiar (1/day) (Sp)
 Share Spells with Familiar
 Shroud of Water (+7 armor or +5 shield, + 1/burn) (Su)
 Slick (DC 12) (Sp)
 Speak with Animals (Ex)
 Speak with Familiar (Ex)
 Spell Hex (Fumbletongue, 3/day, DC 22) (Sp)
 Supercharge (Su)
 [N/A] Thawing
 Tongues (14 minutes/day) (Su)
 Water Blast (Sp)
 Witch Channel Positive Energy 4d6 (7/day, DC 21) (Su)
 Witch's Charge (1/day) (Su)

Spell-Like Abilities

Endure Elements (cold only, Constant)

Feather Fall (self only, At will)

Fly (self only, 14 minutes/day) ☐☐☐☐☐ ☐☐☐☐☐

Levitate (self only, 1/day) ☐

Tracked Resources

Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Alpine ice axe (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antidote kit (10 uses)	<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"/> <input type="checkbox"/>
Belt of fallen heroes (1/day)	<input type="checkbox"/>
Blackfire clay	<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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Broom of flying (9 hours/day)	<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"/>
Burn 4/round (14 nonlethal/burn, 4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cauldron of overwhelming allies (1/day)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Defoliant polish	<input type="checkbox"/>
Elixir of fire breath	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elixir of truth	<input type="checkbox"/>
Feather token (bird)	<input type="checkbox"/>
Feather token (fan)	<input type="checkbox"/>
Feather token (swan boat)	<input type="checkbox"/>
Feather token (tree)	<input type="checkbox"/>
Feather token (tree)	<input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Figurine (serpentine owl, 1/day)	<input type="checkbox"/>
Flash powder	<input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

[illegible]

Tracked Resources

Sunrod	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tongues (14 minutes/day) (Su)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Truefrost elixir	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Vanish (in cold weather only, 1/day)	<input type="checkbox"/>
Wand of cure light wounds	<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"/> <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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<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"/> <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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds	<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"/> <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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of feather fall (19 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of ice spears (41 charges)	<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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of speak with plants (12 charges)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of speak with plants (9 charges)	<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"/>
Wand of spider climb (17 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of true strike (5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Witch Channel Positive Energy 4d6 (7/day, DC 21) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Witch's Charge (1/day) (Su)	<input type="checkbox"/>

Spells & Powers

Witch (Hex Channeler, Winter Witch) spells

memorized (CL 14th; concentration +19)

Melee Touch +5 Ranged Touch +11

7th—*heal, withdraw affliction*^{OA}

6th—*mass cure light wounds, freezing sphere* (DC 22), *true seeing*

5th—*greater callback*^{UW}, *cure critical wounds, telepathic bond* (2)

4th—*cure serious wounds, curse of magic negation*^{UM} (DC 19), *secure shelter, share shape, communal tongues*^{UC}

3rd—*accept affliction* (3), *quell energy* (DC 18), *tongues*

2nd—*carry companion, compel tongue* (DC 17), *cure moderate wounds, glitterdust* (DC 17), *see invisibility*

1st—*comprehend languages* (3), *cure light wounds* (2), *ear-piercing scream*^{UM} (DC 16)

0th (at will)—*detect magic, light, mending, ray of frost, spark*^{APG} (DC 15), *stabilize*

Languages

Common	Skald
Elven	Sylvan
First Speech	Thassilonian
Iobarian	Triaxian

Companions

Eira CR –

Female middle-aged ermine (*Ultimate Wilderness* 190)
N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +15

Defense

AC 22, touch 14, flat-footed 20 (+2 Dex, +8 natural, +2 size)

hp 63 (1d8-1)

Fort +8, **Ref** +11, **Will** +10

Defensive Abilities improved evasion; **SR** 19

Offense

Speed 20 ft., climb 20 ft.

Melee unarmed strike +14/+9 (1 nonlethal) or bite +14 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach, deliver touch spells

Statistics

Str 2, **Dex** 14, **Con** 9, **Int** 18, **Wis** 13, **Cha** 6

Base Atk +10; **CMB** +10; **CMD** 16 (20 vs. trip)

Feats Weapon Finesse^B

Tricks Break Out, Deliver, Exclusive, Flee, Get Help, Liberator, Serve

Skills Acrobatics +10 (+6 to jump), Bluff -1, Climb +14, Diplomacy +9, Escape Artist +3, Fly +15, Heal +15, Linguistics +8, Perception +15, Sense Motive +2, Spellcraft +15, Stealth +18 (+22 in snow), Survival +5, Use Magic Device +8; **Racial Modifiers** +8 Acrobatics, +4 Stealth, +4 Stealth in snow

Languages Common, Elven; speak with animal (same kind only), speak with master

SQ empathic link

Armor

Belt (saddle)

Chest

Eyes

Head

Headband

Neck

Shoulder

Wrist

Background

Name: Aelira Kaldren

Class: Winter Witch

Race: Human

Age: 18

Sex: Female

Height: 5'4"

Hair: White

Eyes: Blue

Skin: Pale

Familiar: an Ermine

Name: Eira

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Emberchill:

Spell sored: Freezing Spear Lv6/Caster 12th

Persistent Spell: Curse of Magic Negation

Sourcebooks Used

- **Advanced Class Guide** - Hex Channeler (archetype)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Flight (special ability); Healing (special ability); Major Healing (special ability); Feather Step (spell); Pox Pustules (spell); Putrefy Food and Drink (spell); Spark (spell); Threefold Aspect (spell); Tongues (special ability); Vanish (spell); Witch (class)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Flash powder (equipment); Liquid ice (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Cauldron (equipment); Cauldron of brewing (equipment); Defoliant polish (equipment)
- **Advanced Race Guide** - Whispering Lore (spell)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Adventurer's Armory 2** - Lantern staff (weapon)
- **Adventurer's Guide** - Purifying Channel (feat)
- **Agents of Evil** - Detect Fiendish Presence (spell)
- **Animal Archive** - Share Shape (spell)
- **Black Markets** - Compel Tongue (spell); Compel Tongue, Mass (spell)
- **Blood of the Ancients** - Incredible Healer (feat)
- **Champions of Purity** - Accept Affliction (spell); Witch's Charge (special ability)
- **Chronicle of Legends** - Capstone - Arch-Familiar (archetype)
- **Cities of Golarion / Reign of Winter** - Irriseni Mirror Sight (spell)
- **Dark Markets: A Guide to Katapesh / Ultimate Magic** - Ray of Sickening (spell)
- **Familiar Folio / Ultimate Wilderness** - Callback (spell); Callback, Greater (spell)
- **Gestalt Variant Core** - Gestalt (class)
- **Healer's Handbook** - Debt to a Witch (Irrisen) (trait); Healer's satchel (equipment); Kinetic Restoration (special ability); Kinetic Revivification (special ability); Mercy (Enfeebled) (special ability); Mercy (Injured) (special ability); Regenerative Sinew (special ability)
- **Heroes of the Darklands** - Grasp (spell)
- **Inner Sea Magic / Reign of Winter** - Cold Flesh (equipment); Frostfoot (special ability); Ice Magic (equipment); Ice Spears (spell); Winter Witch (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language); Thassilonian (language)
- **Knights of the Inner Sea** - Carry Companion (spell)
- **Legacy of the First World** - Threefold Form (spell)
- **Monster Codex** - Spellsteal (spell)
- **Occult Adventures** - Cold Blast (special ability); Draining Infusion (special ability); Elemental Grip (special ability); Expanded Element (Water) (special ability); Ice Blast (special ability); Icewalker (special ability); Kinetic Chirurgeon (archetype); Kinetic Cover (special ability); Kinetic Healer (special ability); Kineticist (class); Ride the Blast (special ability); Shroud of Water (equipment); Slick (special ability); Water (special ability); Water Blast (special ability); Withdraw Affliction

Eira

Female middle-aged ermine - CL1 - CR 1/2

True Neutral Magical Beast ((Animal)); Deity: **Tolc**; Height: **1'**; Weight: **1 lb.**; Eyes: **Black**; Hair: **White**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	2	-4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	9	-1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	13	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+9	-1			
REFLEX (DEXTERITY)	+11	=	+9	+2			
WILL (WISDOM)	+10	=	+9	+1			

Spell Resistance (19)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22	=		+2	+2	+8			

Touch AC **14** **Flat-Footed AC** **20**

		BAB	Dexterity	Size	Misc
CM Bonus	+10	=	+10	+2	-2

	Total	BAB	Strength	Dexterity	Size
CM Defense	16	=	10	+10	-4
				+2	-2

20 vs. Overrun; 20 vs. Trip

Base Attack	+10	HP	63
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Initiative	+2	Damage / Current HP	
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Speed	20 ft		
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Bite (Ermine)

Main hand: **+14, 1d3-4**

Crit: x2
Light, B/P/S

Unarmed strike

Main hand: **+14/+9, 1 nonlethal**

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+4	INT (4)	-	
Bluff	-1	CHA (-2)	1	
Climb	+14	DEX (2)	1	
Diplomacy	+9	CHA (-2)	(11)	
Disguise	-2	CHA (-2)	-	
Escape Artist	+3	DEX (2)	1	
Fly	+15	DEX (2)	(6)	
Heal	+15	WIS (1)	(14)	
Intimidate	-2	CHA (-2)	-	
Linguistics	+8	INT (4)	(4)	
Perception	+15	WIS (1)	(11)	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (1)	(1)	
Spellcraft	+15	INT (4)	(11)	
Stealth	+18	DEX (2)	1	
middle-aged ermine: +4 in snow				
Survival	+5	WIS (1)	(4)	
Swim	+2	DEX (2)	-	
Use Magic Device	+8	CHA (-2)	(10)	

Activated Abilities & Adjustments

Age Effects

Feats

Weapon Finesse

Animal Tricks

Break Out [Trick]
Deliver [Trick]
Exclusive [Trick]
Flee [Trick]
Get Help [Trick]
Liberator [Trick]
Serve [Trick, Alaric Aethelred]

Gear

Total Weight Carried: 0/15 lbs, Encumbrance Ignored
(Light: 4.5 lbs, Medium: 9.75 lbs, Heavy: 15 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

+4 Stealth in snow (Ex)
Attach (Ex)
Climb (20 feet)
Deliver Touch Spells (Su)
Empathic Link (Su)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)
Scry on Familiar (Sp)
Share Spells
Speak with Animals of its Kind (Ex)
Speak with Master (Ex)

Languages

Common

Elven

Background

Armor
Belt (saddle)
Chest
Eyes
Head
Headband
Neck
Shoulder
Wrist

Sourcebooks Used

- **Animal Archive** - Exclusive (animal trick); Liberator (animal trick); Serve (animal trick)
- **Animal Archive / Ultimate Wilderness** - Break Out (animal trick); Deliver (animal trick); Flee (animal trick); Get Help (animal trick)
- **Reign of Winter / Ultimate Wilderness** - Ermine (race)

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Age Effects: Middle Age

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