

Aelira Kaldren

Female human (Jadwiga) hydrokineticist 5/gestalt 5/witch (hex channeler, winter witch) 5 - CL5 - CR 14
 True Neutral Humanoid (Human); Deity: **Tolc**; Age: **18**;
 Height: **5' 4"**; Weight: **140 lb.**; Eyes: **Blue**; Hair: **White**; Skin: **Pale**



Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2	+1		

Cold weather outfit: +5 circumstance bonus vs. cold weather.
Debt to a Witch (Irrisen): +2 trait bonus vs. spells with cold descriptor and cold weather

REFLEX (DEXTERITY)	+8	=	+4	+1	+1	+2	
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Debt to a Witch (Irrisen): +2 trait bonus vs. spells with cold descriptor and cold weather

WILL (WISDOM)	+5	=	+4		+1		
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Debt to a Witch (Irrisen): +2 trait bonus vs. spells with cold descriptor and cold weather

Energy Resistance, Cold (5)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11	=	10		+1				

		BAB	Strength	Size	Misc
Touch AC	11				
Flat-Footed AC	10				

CM Bonus	+3	=	+3	+0	-	-
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		BAB	Strength	Dexterity	Size		
CM Defense	14	=	10	+3	+0	+1	-

Base Attack	+3	HP	50
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		Damage / Current HP
Initiative	+1	
Speed	30 ft	

Cold Blast (Sp)

Ranged: **+4 touch, 3d6+1 cold** Crit: $\times 2$
 Rng: 30' Cold

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+4	INT (4)	-	
Bluff	+4	CHA (4)	-	
Climb	+0	STR (0)	-	
Concentration: Kineticist	+11		-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+10	WIS (0)	5	
Antidote kit: +3 circumstance bonus to treat poison				
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+12	INT (4)	5	
Failed Winter Witch Apprentice: +1 trait bonus to identify spells or magical effects with the cold descriptor.				
Knowledge (history)	+9	INT (4)	2	
Knowledge (local)	+9	INT (4)	5	
Knowledge (nature)	+11	INT (4)	4	
Knowledge (planes)	+12	INT (4)	5	
Perception	+10	WIS (0)	5	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
Ride	+1	DEX (1)	-	
Sense Motive	+2	WIS (0)	-	
Spellcraft	+12	INT (4)	5	
Failed Winter Witch Apprentice: +1 trait bonus to identify spells or magical effects with the cold descriptor.				
Stealth	+5	DEX (1)	1	
Survival	+4	WIS (0)	4	
Swim	+0	STR (0)	-	
Use Magic Device	+11	CHA (4)	4	

Activated Abilities & Adjustments

Ability Score (Permanent): +2
Familiar Bonus: +2 to Reflex saves: Within Arms Reach

Feats

Alertness
Armor Proficiency (Light)
Extra Hex (Witch [Hex Channeler, Winter Witch])
Healer's Hands (+5, 5/day) (Su)
Incredible Healer
Selective Channeling
Simple Weapon Proficiency - All

Traits

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

Dagger

Main hand: **+3, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d4** Light, P/S

Handaxe

Main hand: **-1, 1d6** Crit: x3
Light, S

Icicle wand

Main hand: **+4, 1d4 plus 1 cold** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4 plus 1 cold** Light, P/S

Lantern staff

Both hands: **+3, 1d6** Crit: x2
2-hand, B, See Text

Sling

Ranged: **+4, 1d4** Crit: x2
Rng: 50'
Ranged, both hands: **+4, 1d4** 1-hand, B

Unarmed strike

Main hand: **+3, 1d3 nonlethal** Crit: x2
Light, B, Nonlethal

Gear

Total Weight Carried: 71/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Acid x2 <In: Bag of holding II (43 @ 96.5 lbs)> 1 lb
Alchemist's fire x3 <In: Bag of holding II (43 @ 96.5 lbs)> 1 lb
Antidote kit (10 uses) <In: Backpack (38 @ 70 lbs)> 3 lbs
Backpack (38 @ 70 lbs) <In: Bag of holding II (43 @ 70 lbs)> 2 lbs
Bag of holding II (43 @ 96.5 lbs) 25 lbs
Ball (2 in.) <In: Belt pouch (10 @ 0 lbs)> -
Bedroll <In: Backpack (38 @ 70 lbs)> 5 lbs
Bell <In: Backpack (38 @ 70 lbs)> -

Experience & Wealth

Current Cash: **372 gp, 6 cp**

Gear

Total Weight Carried: 71/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Bell tripwire trap <In: Backpack (38 @ 70 lbs)> 2 lbs
Belt pouch (10 @ 0 lbs) 0.5 lbs
Blackfire clay x3 <In: Backpack (38 @ 70 lbs)> 10 lbs
Blanket, winter <In: Backpack (38 @ 70 lbs)> 3 lbs
Candle x10 <In: Backpack (38 @ 70 lbs)> -
Candle lamp 1 lb
Cauldron of overwhelming allies (1/day) 5 lbs
Chalk x5 <In: Belt pouch (10 @ 0 lbs)> -
Cleats 2 lbs
Cloak of resistance +1 1 lb
Cold weather outfit 7 lbs
Cold weather outfit (Free) -
Dagger 1 lb
Elixir of fire breath <In: Bag of holding II (43 @ 96.5 lbs)> -
Elixir of truth <In: Bag of holding II (43 @ 96.5 lbs)> -
Feather token (bird) -
Feather token (tree) -
Flash powder x2 <In: Bag of holding II (43 @ 96.5 lbs)> -
Handaxe 3 lbs
Healer's kit <In: Backpack (38 @ 70 lbs)> 1 lb
Ice floe elixir <In: Bag of holding II (43 @ 96.5 lbs)> -
Icicle wand 1 lb
Ink, black <In: Waterproof bag (7 @ 0 lbs)> -
Inkpen <In: Waterproof bag (7 @ 0 lbs)> -
Keys to Hut given by Black Rider <In: Waist pouch (1 @ 0 lbs)> -
Lantern staff 9 lbs
Liquid ice x5 <In: Backpack (38 @ 70 lbs)> 2 lbs
Mess kit <In: Backpack (38 @ 70 lbs)> 1 lb
Money -
Oil of mask dweomer x3 <In: Bag of holding II (43 @ 96.5 lbs)> -
Oil of taggit x2 <In: Bag of holding II (43 @ 96.5 lbs)> -
Parchment x5 <In: Waterproof bag (7 @ 0 lbs)> -
Pot <In: Backpack (38 @ 70 lbs)> 4 lbs
Potion of cure light wounds x3 <In: Bag of holding II (43 @ 96.5 lbs)> -
Potion of cure moderate wounds x3 <In: Bag of holding II (43 @ 96.5 lbs)> -
Potion of feather fall <In: Bag of holding II (43 @ 96.5 lbs)> -
Potion of feather step <In: Bag of holding II (43 @ 96.5 lbs)> -
Potion of reduce person x2 <In: Bag of holding II (43 @ 96.5 lbs)> -
Potion of undetectable alignment <In: Bag of holding II (43 @ 96.5 lbs)> -
Ring of lifebleed <In: Bag of holding II (43 @ 96.5 lbs)> -
Robe of useful items 1 lb
Scroll case (6 @ 0 lbs) <In: Bag of holding II (43 @ 0 lbs)> 0.5 lbs
Scroll of cause fear <In: Scroll case (6 @ 0 lbs)> -
Scroll of command <In: Scroll case (6 @ 0 lbs)> -
Scroll of comprehend languages <In: Scroll case (6 @ 0 lbs)> -
Scroll of cure moderate wounds (x2) <In: Scroll case (6 @ 0 lbs)> -
Scroll of lesser (x2) animate dead <In: Scroll case (6 @ 0 lbs)> -
Scroll of remove sickness <In: Scroll case (6 @ 0 lbs)> -

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Ability Score (Permanent): +2 Charisma

Gear

Total Weight Carried: 71/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Sewing needle <In: Belt pouch (10 @ 0 lbs)>	-
Shovel	8 lbs
Signal whistle	-
Sling	-
Smokestick x3 <In: Bag of holding II (43 @ 96.5 lbs)>	0.5 lbs
Snowshoes	4 lbs
Soap <In: Backpack (38 @ 70 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Spyglass <In: Bag of holding II (43 @ 96.5 lbs)>	1 lb
String or twine <In: Backpack (38 @ 70 lbs)>	0.5 lbs
Sunrod <In: Bag of holding II (43 @ 96.5 lbs)>	1 lb
Tanglefoot bag x2 <In: Bag of holding II (43 @ 96.5 lbs)>	4 lbs
Thunderstone x3 <In: Bag of holding II (43 @ 96.5 lbs)>	1 lb
Tindertwig x3 <In: Belt pouch (10 @ 0 lbs)>	-
Torch x5 <In: Backpack (38 @ 70 lbs)>	1 lb
Trail rations x5 <In: Backpack (38 @ 70 lbs)>	1 lb
Waist pouch (1 @ 0 lbs)	0.5 lbs
Wand of color spray (23 charges) <In: Bag of holding II (43 -	
Wand of feather fall (19 charges) <In: Bag of holding II (43 -	
Wand of ice spears (31 charges)	-
Waterproof bag (7 @ 0 lbs) <In: Bag of holding II (43 @ 96.5 lbs)>	0.5 lbs
Waterskin <In: Bag of holding II (43 @ 96.5 lbs)>	4 lbs

Special Abilities

Basic Hydrokinesis (At will) (Sp)
Burn 1/round (5 nonlethal/burn, 5/day)
Cold Blast (Sp)
Deliver Touch Spells Through Familiar (Su)
Elemental Overflow (Ex)
Empathic Link with Familiar (Su)
Familiar Bonus: +2 to Reflex saves
Gather Power (Su)
Healing (2d8+5) (Su)
Kinetic Blast (Sp)
Kinetic Chirurgery (Su)
Kinetic Cover (Sp)
Kinetic Healer (Sp)
Mercy (Fatigued) (Su)
Mercy (Shaken) (Su)
Metahealer (+1d6) (Su)
Share Spells with Familiar
Shroud of Water (+4 armor or +2 shield, + 1/burn) (Su)
Slick (DC 13) (Sp)
Speak with Familiar (Ex)
Witch Channel Positive Energy 2d6 (7/day, DC 16) (Su)

Spell-Like Abilities

Endure Elements (cold only, Constant)

Tracked Resources

Acid	□□
Alchemist's fire	□□□
Antidote kit (10 uses)	□□□□□ □□□□□

Tracked Resources

Blackfire clay	□□□□□ □□□□□
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Burn 1/round (5 nonlethal/burn, 5/day)	□□□□□
Cauldron of overwhelming allies (1/day)	□
Dagger	□
Elixir of fire breath	□□□
Elixir of truth	□
Feather token (bird)	□
Feather token (tree)	□
Flash powder	□□
Healer's kit	□□□□□ □□□□□
Healer's Hands (+5, 5/day) (Su)	□□□□□
Ice floe elixir	□
Ice Spears (50 charges)	□□□□□ □□□□□
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Icicle wand	□
Liquid ice	□□□□□
Oil of mask dweomer	□□□
Oil of taggit	□□
Potion of cure light wounds	□□□
Potion of cure moderate wounds	□□□
Potion of feather fall	□
Potion of feather step	□
Potion of reduce person	□□
Potion of undetectable alignment	□
Smokestick	□□□
Sunrod	□
Tanglefoot bag	□□
Thunderstone	□□□
Tindertwig	□□□
Torch	□□□□□
Trail rations	□□□□□
Wand of color spray (23 charges)	□□□□□ □□□□□
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Wand of feather fall (19 charges)	□□□□□ □□□□□
	□□□□□ □□□□□
Wand of ice spears (31 charges)	□□□□□ □□□□□
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Witch Channel Positive Energy 2d6 (7/day, DC 16) (Su)	□□□□□ □□

Languages

Common Sylvan

Languages

First Speech Thassilonian
Skald

Spells & Powers

Witch (Hex Channeler, Winter Witch) spells memorized

(CL 5th; concentration +9)

Melee Touch +3 **Ranged Touch** +4

3rd—*quell energy* (DC 17), *remove curse*

2nd—*cure moderate wounds*, *glitterdust* (DC 16), *see invisibility*

1st—*cure light wounds* (2), *ear-piercing scream*^{UM} (DC 15), *unshakable chill*^{UM} (DC 16)

0th (at will)—*detect magic*, *guidance*, *light*, *ray of frost*, *spark*^{APG} (DC 14), *stabilize*

Companions

Eira CR –

Female ermine (*Ultimate Wilderness* 190)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +9

Defense

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 25 (1d8) (currently 21)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities improved evasion

Offense

Speed 20 ft., climb 20 ft.

Melee unarmed strike +7 (1 nonlethal) or
bite +7 (1d3-4)

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

Special Attacks attach, deliver touch spells

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 14, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +3; **CMD** 9 (13 vs. trip)

Feats Weapon Finesse^B

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

Skills Acrobatics +10 (+6 to jump), Bluff -2, Climb +14, Escape Artist +3, Heal +6, Perception +9, Spellcraft +7, Stealth +18 (+22 in snow), Survival +5, Use Magic Device +1; **Racial Modifiers** +8 Acrobatics, +4 Stealth, +4 Stealth in snow

Languages speak with master

SQ empathic link

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

Sourcebooks Used

- **Advanced Class Guide** - Hex Channeler (archetype)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Healing (special ability); Mask Dweomer (spell); Spark (spell); Threefold Aspect (spell); Witch (class)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Cleats (equipment); Snowshoes (equipment)
- **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 Race Guide** - Whispering Lore (spell)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Adventurer's Armory 2** - Lantern staff (weapon)
- **Blood of the Ancients** - Incredible Healer (feat)
- **Chronicle of Legends** - Capstone - Arch-Familiar (archetype)
- **Cities of Golarion / Reign of Winter** - Irriseni Mirror Sight (spell)
- **Gestalt Variant Core** - Gestalt (class)
- **Healer's Handbook** - Debt to a Witch (Irrisen) (trait)
- **Heroes of the Darklands** - Grasp (spell)
- **Heroes of the Streets** - Speak Local Language (spell)
- **Inner Sea Magic / Reign of Winter** - Cold Flesh (equipment); Ice Magic (equipment); Ice Spears (spell); Winter Witch (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language); Thassilonian (language)
- **Occult Adventures** - Cold Blast (special ability); Kinetic Chirurgeon (archetype); Kinetic Cover (special ability); Kinetic Healer (special ability); Kineticist (class); Shroud of Water (equipment); Slick (special ability); Water (special ability)
- **Occult Origins** - Quell Energy (spell)
- **People of the North** - Jadwiga (race option)
- **People of the North / Reign of Winter** - Failed Winter Witch Apprentice (trait)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **People of the North / Ultimate Wilderness** - Winter Grasp (spell)
- **Planar Adventures** - Healer's Hands (feat)
- **Ranged Tactics Toolbox** - Bell tripwire trap (equipment)
- **Reign of Winter** - Cauldron of overwhelming allies (equipment); Ice floe elixir (equipment); Icicle wand (weapon)
- **Reign of Winter / Ultimate Equipment** - Blackfire clay (equipment)
- **The First World, Realm of the Fey** - First Speech (language)
- **Ultimate Combat** - Frost Fall (spell)
- **Ultimate Equipment** - Antidote kit (equipment); Ball (2 in.) (equipment); Candle lamp (equipment); Mess kit (equipment); Ring of lifebleed (equipment)