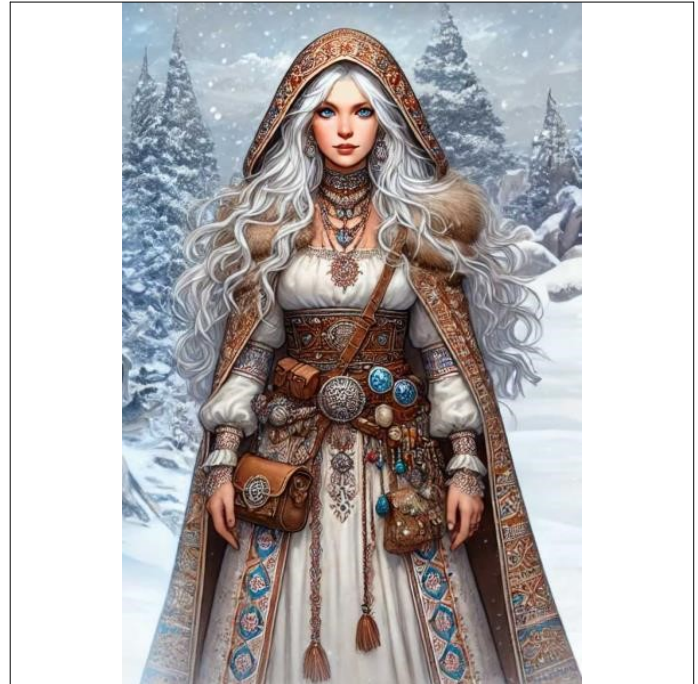


Aelira Kaldren

Female human (Jadwiga) hydrokineticist 1/gestalt 1/witch (hex channeler, winter witch) 1 - CL1 - CR 2
 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	15	+2	

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

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

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

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

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

Touch AC 11	Flat-Footed AC	10
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CM Bonus +0	=	-	+0	-	-
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CM Defense 11	=	10	-	+0	+1	-
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Base Attack	+0	HP	10
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	Damage / Current HP
Initiative	+1
Speed	30 ft

Cold Blast (Sp)

Ranged: **+1 touch, 1d6+1 cold** Crit: ×2
Rng: 30'
Cold

Dagger

Main hand: **+0, 1d4** Crit: 19-20/×2
Rng: 10'
Light, P/S

Ranged: **+1, 1d4**

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	1	
Appraise	+4	INT (4)	-	
Bluff	+2	CHA (2)	-	
Climb	+0	STR (0)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+6	WIS (0)	1	
<small>Antidote kit: +3 circumstance bonus to treat poison</small>				
Intimidate	+2	CHA (2)	-	
Knowledge (nature)	+8	INT (4)	1	
Knowledge (planes)	+8	INT (4)	1	
Perception	+6	WIS (0)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+2	WIS (0)	-	
Spellcraft	+8	INT (4)	1	
<small>Failed Winter Witch Apprentice: +1 trait bonus to identify spells or magical effects with the cold descriptor.</small>				
Stealth	+5	DEX (1)	1	
Survival	+1	WIS (0)	1	
Swim	+0	STR (0)	-	
Use Magic Device	+6	CHA (2)	1	

Activated Abilities & Adjustments

Familiar Bonus: +2 to Reflex saves: Within Arms Reach

Feats

Alertness
 Armor Proficiency (Light)

Feats

Eschew Materials
 Healer's Hands (+1, 1/day) (Su)
 Simple Weapon Proficiency - All

Traits

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

Lantern staff

Both hands: **+0, 1d6** Crit: ×2
 2-hand, B, See Text

Unarmed strike

Main hand: **+0, 1d3 nonlethal** Crit: ×2
 Light, B, Nonlethal

Gear

Total Weight Carried: 56/100 lbs, Encumbrance Ignored

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

Antidote kit (10 uses) <In: Backpack (26 @ 31.5 lbs)>	3 lbs
Backpack (26 @ 31.5 lbs)	2 lbs
Ball (2 in.) <In: Belt pouch (7 @ 0 lbs)>	-
Bedroll <In: Backpack (26 @ 31.5 lbs)>	5 lbs
Bell <In: Backpack (26 @ 31.5 lbs)>	-
Bell tripwire trap <In: Backpack (26 @ 31.5 lbs)>	2 lbs
Belt pouch (7 @ 0 lbs)	0.5 lbs
Blackfire clay	10 lbs
Candle x5 <In: Backpack (26 @ 31.5 lbs)>	-
Chalk x5 <In: Belt pouch (7 @ 0 lbs)>	-
Dagger	1 lb
Healer's kit <In: Backpack (26 @ 31.5 lbs)>	1 lb
Ink, black <In: Waterproof bag (7 @ 0 lbs)>	-
Inkpen <In: Waterproof bag (7 @ 0 lbs)>	-
Lantern staff	9 lbs
Mess kit <In: Backpack (26 @ 31.5 lbs)>	1 lb
Money	-
Parchment x5 <In: Waterproof bag (7 @ 0 lbs)>	-
Pot <In: Backpack (26 @ 31.5 lbs)>	4 lbs
Sewing needle <In: Belt pouch (7 @ 0 lbs)>	-
Soap <In: Backpack (26 @ 31.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
String or twine <In: Backpack (26 @ 31.5 lbs)>	0.5 lbs
Torch x5 <In: Backpack (26 @ 31.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (26 @ 31.5 lbs)>	1 lb
Traveler's outfit (Free)	-
Waterproof bag (7 @ 0 lbs) <In: Backpack (26 @ 31.5 lbs)>	0.5 lbs
Waterskin <In: Backpack (26 @ 31.5 lbs)>	4 lbs

Special Abilities

Basic Hydrokinesis (At will) (Sp)
 Burn 1/round (1 nonlethal/burn, 5/day)
 Cold Blast (Sp)
 Empathic Link with Familiar (Su)
 Endure Elements (Cold only) (Ex)
 Familiar Bonus: +2 to Reflex saves

Experience & Wealth

Current Cash: **290 gp, 10 sp, 6 cp**

Special Abilities

Gather Power (Su)
 Healing (1d8+1) (Su)
 Kinetic Blast (Sp)
 Kinetic Chirurgery (Su)
 Kinetic Healer (Sp)
 Share Spells with Familiar

Spell-Like Abilities

Endure Elements (cold only, Constant)

Tracked Resources

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"/>
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"/>
Burn 1/round (1 nonlethal/burn, 5/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Dagger		<input type="checkbox"/>
Healer's kit	<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"/>
Healer's Hands (+1, 1/day) (Su)		<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"/>	

Languages

Common	Sylvan
First Speech	Thassilonian
Skald	

Spells & Powers

Witch (Hex Channeler, Winter Witch) spells

memorized (CL 1st; concentration +5)

Melee Touch +0 Ranged Touch +1

1st—*ear-piercing scream*^{UM} (DC 15), *snowball*^{UW}

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

Validation Report

Validation Report (0 issues): Nothing identified

Companions

Eira CR –

Female ermine (*Ultimate Wilderness* 190)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +5

Defense

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

hp 5 (1d8)

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

Offense

Speed 20 ft., climb 20 ft.

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

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

Special Attacks attach

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 11, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse^B

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

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

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 Player's Guide** - Healing (special ability); Spark (spell); Witch (class)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Adventurer's Armory 2** - Lantern staff (weapon)
- **Chronicle of Legends** - Capstone - Arch-Familiar (archetype)
- **Gestalt Variant Core** - Gestalt (class)
- **Healer's Handbook** - Debt to a Witch (Irrisen) (trait)
- **Heroes of the Darklands** - Grasp (spell)
- **Inner Sea Magic / Reign of Winter** - Cold Flesh (equipment); Cold Flesh (equipment); Ice Magic (equipment); Winter Witch (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language); Thassilonian (language)
- **Occult Adventures** - Cold Blast (special ability); Kinetic Chirurgeon (archetype); Kinetic Healer (special ability); Kineticist (class); Shroud of Water (equipment); Water (special ability)
- **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)
- **Planar Adventures** - Healer's Hands (feat)
- **Ranged Tactics Toolbox** - Bell tripwire trap (equipment)
- **Reign of Winter / Ultimate Equipment** - Blackfire clay (equipment)
- **The First World, Realm of the Fey** - First Speech (language)
- **Ultimate Equipment** - Antidote kit (equipment); Ball (2 in.) (equipment); Mess kit (equipment)
- **Ultimate Magic** - Ear-Piercing Scream (spell); Frostbite (spell); Icicle Dagger (spell); Polar Midnight (spell); Unshakable Chill (spell)
- **Ultimate Magic / Ultimate Wilderness** - Winter (special ability)