

AKARINA: FENOMENAL KALISTIAN WITCH



NEDEXODUS ICONIC:
AKARINA

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Female Kalisan Witch 3

CN Medium humanoid (caliban)

Homeland Sametia

Deity Sanguine Covenant

Init +2 **Senses** darkvision 60ft.; Perception +0 (see below)

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 17 (3d4+3)

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

Defensive Abilities ferocity

OFFENSE

Speed 30ft

Melee mwk longspear +3 (1d8+1 /x3)

Melee dagger +2 (1d4+1 /19-20)

Melee silver dagger +3 (1d4 /19-20)

Ranged dagger +3 (1d4+1 /19-20)

Witch Spells Known (DC 13+spell level; CL 3rd; concentration +6)

2nd (2/day) - *blindness/deafness, glitterdust*

1st (3/day) - *cause fear, cure light wounds, unseen servant*

0 - *dancing lights, daze, detect magic, stabilize*

STATISTICS

Abilities Str 13, Dex 14, Con 12, Int 16, Wis 10, Cha 8

Base Atk +1 **CMB** +2 **CMD** 14

Feats Cannibalize*, Endurance, Improved Cannibalize*

Skills Intimidate +5, Knowledge (Arcana) +9, Knowledge (Nature) +9, Perception +0 (+2 when familiar is within arm's reach, +3 sight-based in dark areas), Profession (Cook) +6, Spellcraft +9, Use Magic Device +5

Languages Caliban, Common, Enuka, Giant, Sylvan

SQ familiar (deliver touch spell, empathic link, share spells), kalisan's endurance, witch hex

SPECIAL ABILITIES

Ferocity Kalisans remains conscious and can continue fighting even if their hit point total is below 0. Kalisans are still staggered and loses 1 hit point each round. A Kalisan dies when its hit point total reaches a negative amount equal to its Constitution score.

Kalisan's Endurance Kalisans gain Endurance as a bonus feat. If a Kalisan gains that feat again, the bonuses stack. This ability explains the Kalisans' ability to travel great distances and thus earn their name.

Witch Hex

Healing *cure light wounds* (1d8+3) at will, once per person per day.

Misfortune 30 feet, 1 round Will DC 14 negates. Anytime the target makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

EQUIPMENT

bracers of armor, +1, potion of *mage armor*, potion of *mage armor*, scroll of *comprehend languages*, scroll of *cure light wounds*, scroll of *remove fear*, mwk longspear, daggers (4), silver dagger, acid flask (4), artisan's tools, masterwork: craft (cook), backpack (empty), bedroll, bell, case, map or scroll (empty), flint and steel, manacles, sewing needle, signet ring, waterskin, 25gp in non magical equipment

SCAVENGER

CN Tiny magical beast

Init +3 **Senses** low-light vision; Perception +10

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 size, +2 natural);

hp 8

Fort +2, **Ref** +5, **Will** +5

Defensive Abilities improved evasion

OFFENSE

Speed 10ft. fly (40ft. average)

Melee talon +6 (1d4-2)

Space 2 1/2 ft.; Reach 0 ft.

Witch Spells Known

2nd - *blindness/deafness, cure moderate wounds, glitterdust, see invisibility*

1st - *cause fear, charm person, command, comprehend languages, cure light wounds, endure elements, ray of enfeeblement, unseen servant*

0 - *bleed, dancing lights, daze (DC13), detect magic, resistance, stabilize*

STATISTICS

Abilities Str 6, Dex 17, Con 11, Int 7, Wis 15, Cha 6

Base Atk +1 **CMB** +2 **CMD** 10

Feats Weapon Finesse

Skills Climb +3, Fly +7, Intimidate +1, Perception +10, Spellcraft +1, Stealth +15, Swim +3, Use Magic Device +1

SQ deliver touch spell, empathic link, share spells

KALISAN

Kalisan are pale humanoids with a well-deserved reputation for savagery and cannibalism. Kalisans are physically indistinguishable from calibans to everyone but calibans and kalisans. Kalisans are adapted to society. Kalisans are quiet and reserved until they enter battle with gusto and savagery.

They have white skin that is often scarred with dark black eyes like those of a shark.

NEW FEATS

Cannibalize As a full round action, eat the brain of a dead, intelligent creature with more hit dice than you and gain the skill ranks of the target in one skill. You may then use the skill with your own attribute for a number of rounds equal to half your level in minutes.

Cannibalize, Improved When successfully using Cannibalize, you also eat the heart to gain a +1 competence bonus to Strength. This has the same duration as Cannibalize

SAMETIA & THE JANUS HORDE

Located in eastern Exodus, the grass plains of Sametia have been overrun by the barbaric forces of the Janus Horde. After a bloody repression by the major powers of Exodus, Sametia turned to barbarism and actively opposed society. Today, your homeland is overrun by barbarians seeking to destroy all civilization. The Janus Horde attacks every nation on Exodus.



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AKARIMA

Female Kalisan Witch 5

CN Medium humanoid (caliban)

Homeland Sametia

Deity Sanguine Covenant

Init +2 **Senses** darkvision 60ft.; Perception +0 (see below)

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex);

hp 27 (5d6+5)

Fort +2, **Ref** +3, **Will** +5

Defensive Abilities ferocity

OFFENSE

Speed 30ft

Melee +1 longspear +4 (1d8+2 /x3)

Melee dagger +3 (1d4+1 /19-20)

Melee silver dagger +3 (1d4 /19-20)

Ranged dagger +4 (1d4+1 /19-20)

Witch Spells Known (DC 14+spell level; CL 5th; concentration +9)

3rd (2/day) - *fly, lightning bolt*

2nd (3/day) - *blindness/deafness, glitterdust, see invisibility*

1st (4/day) - *cause fear, endure elements, cure light wounds, ray of enfeeblement, unseen servant*

0 - *dancing lights, daze, detect magic, stabilize*

STATISTICS

Abilities Str 13, Dex 14, Con 12, Int 19⁺, Wis 10, Cha 8
Base Atk +2 **CMB** +3 **CMD** 15

Feats Cannibalize*, Endurance, Improved Cannibalize*, Magical Aptitude

Skills Intimidate +7, Knowledge (Arcana) +12, Knowledge (Nature) +12, Perception +0 (+2 when familiar is within arm's reach, +3 sight-based in dark areas), Profession (Cook) +8, Spellcraft +14, Survival +6, Use Magic Device +8

Languages Caliban, Common, Enuka, Giant, Sylvan

SQ familiar (deliver touch spell, empathic link, share spells, speak with familiar), kalisan's endurance, witch hex

SPECIAL ABILITIES

Ferocity Kalisans remains conscious and can continue fighting even if their hit point total is below 0. Kalisans are still staggered and loses 1 hit point each round. A Kalisan dies when its hit point total reaches a negative amount equal to its Constitution score.

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WITCH HEX

Healing *cure moderate wounds* (2d8+5) at will, once per person per day.

Misfortune 30 feet, 1 round Will DC 15 negates. Anytime the target makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

Tongues gains the benefits of a *tongues* spells up to 5 mins per day, must be spent in 1 min increment.

EQUIPMENT

bracers of armor, +1, headband of superior intellect +2 (Survival), scroll of *comprehend languages*, scroll of *cure light wounds*, scroll of *lightning bolt*, scroll of *remove fear*, wand of *mage armor* (10 charges), mwk longspear, daggers (4), silver dagger, acid flask (4), artisan's tools, masterwork: craft (cook), backpack (empty), bedroll, bell, case, map or scroll (empty), flint and steel, manacles, sewing needle, signet ring, waterskin, 25gp in non magical equipment

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AC 17, touch 15, flat-footed 14 (+3 Dex, +2 size, +2 natural);

hp 8

Fort +2, **Ref** +5, **Will** +5

Defensive Abilities improved evasion

OFFENSE

Speed 10ft. fly (40ft. average)

Melee talon +7 (1d4-2)

Space 2 1/2 ft.; **Reach** 0 ft.

Witch Spells Known

3rd - *dispel magic, fly, lightning bolt*

2nd - *blindness/deafness, cure moderate wounds, glitterdust, see invisibility*

1st - *cause fear, charm person, command, comprehend languages, cure light wounds, endure elements, ray of enfeeblement, unseen servant*

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Abilities Str 6, Dex 17, Con 11, Int 7, Wis 15, Cha 6

Base Atk +2 **CMB** +3 **CMD** 11

Feats Weapon Finesse

Skills Climb +3, Fly +7, Intimidate +3, Perception +10, Spellcraft +4, Stealth +15, Swim +3, Use Magic Device +3

SQ deliver touch spell, empathic link, share spells, speak with master

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