

AKARINA: FETTERED KALISHAIN WITCH



NEDEKODUS ICONIC:
AKARINA

KALISAN

Female Kalisan Witch 3

CN Medium humanoid (caliban)

Homeland Sametia

Deity Cult of the Dragon

Init +1 **Senses** darkvision 60ft.; Perception +0

DEFENSE

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

hp 19 (3d6+6)

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

Defensive Abilities ferocity

OFFENSE

Speed 30ft

Melee mwk longspear +3 (1d8+1/x3) or mwk alchemical silver dagger +3 (1d4/19-20)

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

Special Attacks hexes (healing [1d8+3], misfortune)

Witch Spells Prepared (CL 3rd, concentration +6)

2nd—*blindness/deafness* (DC 14), *glitterdust* (DC 14)

1st—*cause fear* (DC 13), *cure light wounds*, *divine favor*

0—*dancing lights*, *daze*, *detect magic*, *read magic*

Patron Strength

STATISTICS

Abilities Str 12, Dex 12, Con 12, Int 15, Wis 10, Cha 8

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

Feats Cannibalize*, Endurance, Improved Cannibalize*

Skills Intimidate +5, Knowledge (nature) +8, Profession (cook) +6, Spellcraft +8

Languages Caliban, Common, Giant, Sylvan

SQ witch's familiar (owl named Scavenger [stores all prepared spells and patron spells plus *beguiling gift*, *burning hands*, *cure light wounds*, *enlarge person*, *obscuring mist*, and all 0-level spells])

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

Combat Gear acid (2), alchemist's fire, alkali flask, antitoxin (2), vermin repellent, *potion of mage armor*, *scroll of comprehend languages*, *scroll of cure light wounds*, *scroll of sleep*; **Other Gear** masterwork longspear, masterwork alchemical silver dagger, daggers (4), *bracers of armor* +1, *cloak of resistance* +1, backpack, belt pouch, cauldron, masterwork manacles, mirror, spell component pouch, 11 gp.

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.

HISTORY OF AKARMA

Born into a family of kalisan that run with the Janus Horde, Akarma's life was one of brutality and savagery from an early age. Akarma garnered the interest of a kalisan warrior when she came of age. She did not reciprocate his ardor. While fit and wiry, she was not his equal in strength. The thought of submitting to this man infuriated her, but it seemed senseless to resist when his was the obvious advantage. Her family supported their union, but Akarma could not find it within her to agree. She spent time in the woodlands, alternating between quiet contemplation and screaming rages. During her time there, she was visited by a presence, something Akarma decided was the Dragon—the primordial natural force worshiped by the Cult of the Dragon. They spoke; she bargained; a deal was reached.

Akarma emerged from the woods after dark and returned to her family's camp, where the impertinent warrior waited. She told him she would have nothing to do with him, that he should go and never turn his gaze her way again. The warrior laughed and started towards her. She cast a spell, putting him into a magical sleep. Then she took his own spear from his slumbering form and ran him through. When her mother, angry at this disobedience and possible repercussions from the warrior's friends, grabbed her arm, an owl flew down out of the dark, raking the woman's face with its talons. When her mother retreated, the owl settled on Akarma's shoulder. She announced that she was leaving, and anyone attempting to stop her or return her to the camp would meet the same fate as the warrior. Keeping hold of the spear, she grabbed the warrior's body by the ankles and dragged him off into the dark.

After devouring the warrior's brain, Akarma used his borrowed skill to make her way out of the camp, hiding her trail. She headed north, for lack of a better direction, deciding to visit the Arman Protectorate to experience life in a civilized nation. Its charms soon faded, though Akarma remains fond of certain amenities, such as warm beds and cold beer. She remains a savage, but one whose talents can be useful to an adventuring party.



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KALISAN

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Homeland Sametia

Deity Cult of the Dragon

Init +1 **Senses** darkvision 60ft.; Perception +0

DEFENSE

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

hp 30 (5d6+10)

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

Defensive Abilities ferocity

OFFENSE

Speed 30ft

Melee +1 longspear +3 (1d8+1/x3) or dagger +2 (1d4+1/19-20)

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

Special Attacks hexes (DC 19—flight [5 minutes], healing [2d8+5], misfortune)

Witch Spells Prepared (CL 5th, concentration +9)

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3rd—*deep slumber* (DC 17), *lightning bolt* (DC 17)

2nd—*blindness/deafness* (DC 16), *glitterdust* (DC 16)

1st—*cause fear* (DC 15), *cure light wounds*, *divine favor*

0—*dancing lights*, *daze* (DC 14), *detect magic*, *read magic*

Patron Strength

STATISTICS

Abilities Str 12, Dex 12, Con 12, Int 19, Wis 10, Cha 8

Base Atk +2 **CMB** +3 **CMD** 15

Feats Cannibalize, Endurance^B, Great Fortitude, Improved Cannibalize

Skills Intimidate +7, Knowledge (nature) +8, Profession (cook) +6, Spellcraft +8, Survival +5

Languages Caliban, Common, Giant, Sylvan

SQ witch's familiar (owl named Scavenger [stores all prepared spells and patron spells plus *cure moderate wounds*, *detect thoughts*, *beguiling gift*, *burning hands*, *cure light wounds*, *enlarge person*, *obscuring mist*, and all 0-level spells])

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 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

Combat Gear acid (2), alchemist's fire, alkali flask, antitoxin (2), holy water, vermin repellent, *potion of barkskin*, *scroll of comprehend languages*, *scroll of cure moderate wounds*, *scroll of dispel magic*, *wand of mage armor* (50 charges); **Other Gear** +1 *longspear*, masterwork alchemical silver dagger, daggers (4), *bracers of armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +2 (Survival), backpack, belt pouch, cauldron, masterwork manacles, mirror, spell component pouch, 11 gp.

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 +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*

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 +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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