

Ella Frostbright**Witch 18**

N Medium Human Wintertouched Human Humanoid

Perception +25 (+2 initiative);**Languages** None selected**Skills** Acrobatics +26, Arcana +27, Athletics +20, Deception +26, Diplomacy +24, Intimidation +24, Lore: Weather +25, Medicine +23, Nature +23, Occultism +27, Society +25, Stealth +28, Thievery +24**Str** +0, **Dex** +4, **Con** +2, **Int** +5, **Wis** +3, **Cha** +4**Items** +2 Resilient Winged Energy Resistant (Greater) - Fire Explorer's Clothing, Aeon Stone (Dusty Rose Prism), Aeon Stone (Pearly White Spindle), Aeon Stone (Amber Sphere), Aeon Stone (Pink Rhomboid), Aeon Stone (Tourmaline Sphere), Aeon Stone (Agate Ellipsoid), Boreal Staff (Major), Rime Crystal (Major)**AC** 38; **Fort** +25, **Ref** +27, **Will** +28; *Resolve***HP** 152; **Resistances** cold 9, cold 14, fire 10

Recognize Spell ➤ **Prerequisites** trained in Arcana, Nature, Occultism, or Religion **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting. If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure. **Critical Success** You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it. **Success** You correctly recognize the spell. **Failure** You fail to recognize the spell. **Critical Failure** You misidentify the spell as another spell entirely, of the GM's choice.

Counterspell ➤ **Trigger** A creature Casts a Spell that you have prepared. When a foe Casts a Spell and you can see its manifestations, you can use your own magic to counter it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Speed 25 feet

Reach Spell ➤ (Concentrate, Metamagic) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Trick Magic Item ➤ (General, Manipulate, Skill) **Prerequisites** trained in Arcana, Nature, Occultism, or Religion You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it. Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are Arcana for arcane, Nature for primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation). If you activate a magic item that requires a spell attack roll or spell DC and you don't have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers. If you're a master in the appropriate skill for the item's tradition, you instead use the trained proficiency bonus, and if you're legendary, you instead use the expert

proficiency bonus. **Success** For the rest of the current turn, you can spend actions to activate the item as if you could normally use it. **Failure** You can't use the item or try to trick it again this turn, but you can try again on subsequent turns. **Critical Failure** You can't use the item, and you can't try to trick it again until your next daily preparations.

Bon Mot ♦ (Auditory, Concentrate, Emotion, General, Linguistic, Mental, Skill) **Prerequisites** trained in Diplomacy You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC. **Critical Success** The target is distracted and takes a -3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action. **Success** As critical success, but the penalty is -2. **Critical Failure** Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

Battle Medicine ♦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Widen Spell ♦ (Manipulate, Metamagic, Witch) You manipulate the energy of your spell, causing it to spread out and affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Aeon Stone (Amber Sphere) ♦♦ (Uncommon, Invested, Magical, Transmutation) **Activate** envision; **Frequency** once per day; **Effect** The stone casts a 7th-level mask of terror on you (DC 34 Will), causing your appearance to burst with a profusion of shocking vigor: your mouth fills with large and bright teeth, your hair animates in grasping tresses, your face flushes with bright blood that seeps from your skin, or similar. The image is unique to each observer, but you remain recognizably yourself regardless of the illusion's form.

Boreal Staff (Major) ♦ (Evocation, Magical, Staff) **Activate** command; **Frequency** once per 10 minutes; **Effect** Attempt a Strike using the staff. That Strike deals 2d4 additional cold damage.

Primal Prepared Spells DC 39, attack +29; **9th** *Disjunction*, *Meteor Swarm*, *Implosion*; **8th** *Whirlwind*, *Polar Ray*, *Mad Monkeys* (H+5); **7th** *Shape Stone* (H+3), *Frigid Flurry*, *Chilling Spray* (H+6); **6th** *True Seeing*, *Blinding Fury*, *Boneshaker* (H+4); **5th** *Snowball* (H+4), *Cone of Cold*, *Wall of Ice*; **4th** *Stoneskin*, *Fly*, *Gaseous Form*; **3rd** *Slow*, *Stinking Cloud*, *Grease* (H+2); **2nd** *Restoration*, *Glitterdust*, *Darkness*; **1st** *Chilling Spray*, *Purifying Icicle*, *Heal*; **Cantrips** *Guidance*, *Ray of Frost*, *Stabilize*, *Light*, *Prestidigitation*

Arcane Innate Spells DC 38, attack +28; **Cantrips** *Detect Magic*

Arcane Innate Spells DC 38, attack +28; **5th** ; **4th** ; **3rd** ; **2nd** ; **1st** ; **Cantrips**

Focus Spells (3 points) **Cackle** ♦ With a quick burst of laughter, you prolong a magical effect you created. You Sustain a Spell.

Clinging Ice ♦ **Range** 30 feet; **Targets** 1 creature **Saving Throw** Reflex; **Duration** sustained up to 1 minute Freezing sleet and heavy snowfall collect on the target's feet and legs, dealing 1d4 cold damage and other effects depending on its Reflex save. Once this spell ends, the target becomes temporarily immune for 1 minute. **Critical Success** The target is unaffected. **Success** The target takes half damage. **Failure** The

target takes full damage, and takes a –5-foot circumstance penalty to its Speeds until the spell ends. **Critical Failure** The target takes double damage and a –10-foot circumstance penalty to its Speeds until the spell ends. **Heightened (+1)** The damage increases by 1d4.

Phase Familiar ➤ **Range** 60 feet; **Targets** your familiar You draw upon your patron's power to momentarily shift your familiar from its solid, physical form into an ephemeral version of itself shaped of mist. Your familiar gains resistance 5 to all damage and is immune to precision damage. These apply only against the triggering damage. **Heightened (+1)** Increase the resistance by 2.

Elemental Betrayal ⚡ **Range** 30 feet; **Targets** 1 creature **Duration** sustained up to 1 minute You call upon the elements to undermine your foe. When you Cast this Spell, choose air, earth, fire, or water. Each time the target takes damage from a spell or effect with the chosen trait, it takes an additional 2 damage of one damage type dealt by the spell or effect. If you chose fire or water, the target also takes this additional damage when taking fire or cold damage, respectively, from effects or spells without the chosen trait.

Heightened (+2) Increase the additional damage by 1.

Personal Blizzard ⚡ **Range** 30 feet; **Targets** 1 creature **Saving Throw** Fortitude; **Duration** sustained up to 1 minute You summon an isolated blizzard of obscuring, scouring ice to follow your target. The target attempts a Fortitude save. **Critical Success** The target is unaffected. **Success** The target takes 1d6 cold damage, and the spell ends. **Failure** The target takes 1d6 cold damage and 1d6 persistent cold damage. (The persistent damage automatically ends when the spell ends.) It is concealed to other creatures, and other creatures are concealed to it. **Critical Failure** As failure, but both the cold damage and the persistent cold damage increase to 2d6. **Heightened (+1)** The cold damage and persistent cold damage increase by 1 (2 on a critical failure).

Glacial Heart ⚡➤ **Range** 30 feet; **Targets** 1 creature **Saving Throw** Fortitude; **Duration** 1 minute Ice and bone-deep cold assail the target, freezing it from the inside out. The frosty assault deals 10d6 cold damage, subject to the target's Fortitude save. After the effects are resolved, the target is temporarily immune for 1 day. **Critical Success** The target is unaffected. **Success** The target takes half damage and is slowed 1 for 1 round. The spell ends. **Failure** The target takes full damage, is slowed 1, and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure), to a maximum of slowed 4. On a success, the slowed condition decreases by 1. If at any point the slowed condition is reduced to 0, the spell ends. Once a creature's actions are reduced to 0 by this slowed condition, the creature is completely encased in ice. It continues making saves against *glacial heart*, possibly allowing it to reduce its slowed condition enough that it can act. This ice has Hardness 4 and 8 Hit Points, and its DC to Force Open is your spell DC. Breaking the ice frees the creature and ends the spell. If someone other than the target breaks the ice from outside, the target is stunned 1 and takes any damage dealt by the breaking effect in excess of the ice's Hit Points.

Critical Failure As failure, but the target takes double damage and is initially slowed 2. **Heightened (+1)** Increase the cold damage by 2d6.

Restorative Moment ⚡➤ **Range** 30 feet; **Targets** 1 creature You manipulate the threads of time around the target, giving them some of the benefits of a day's passage. The target decreases the values of any doomed and drained conditions it has by 1 and can immediately attempt one saving throw against each affliction it has with a stage length of 1 day or less. The target is then temporarily immune for 1 day.

Additional Feats *Arcane Sense*, *Aura Sight*, *Basic Lesson*, *Cackle*, *Devil's Advocate*, *Geomancer Dedication*, *Greater Lesson*, *Hardy Traveler*, *Hex Focus*, *Ice-Witch*, *Incredible Initiative*, *Incredible Investiture*, *Intimidating Glare*, *Major Lesson I*, *Major Lesson II*, *Reveal True Name*, *Risky Surgery*, *Skill Training*, *Slippery Prey*, *Streetwise*, *Wintertouched Human*

Additional Specials *Basic Lesson (Lesson of the Elements)*, *Defensive Robes*, *Familiar*, *Greater Lesson*

(Lesson of Snow), Hexes, Major Lesson (Lesson of Renewal), Major Lesson (Lesson of the Frozen Queen), Patron (Winter), Skill Training (Stealth), Witch Spellcasting