

## Abraxas Hillrunner

Player: Javier Espinoza

Male human natural werewolf druid (arctic druid) 1

(Natural Werewolf +0) - CL1 - CR 2

Chaotic Neutral Humanoid (Human, Shapechanger); Deity:

Gozreh; Age: 29; Height: 5' 8"; Weight: 173 lb.; Eyes:

Yellow; Hair: Brown; Skin: Tan

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	15	+2	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	11	0	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4 =	+2	+1		+1		<b>Endurance:</b> +4 vs. hot or cold environments and to resist damage from suffocation
<b>REFLEX</b> (DEXTERITY)	+2 =		+2				
<b>WILL</b> (WISDOM)	+4 =	+2	+2				

### Energy Resistance, Cold (2)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	15 = 10	+3		+2					
<b>Touch AC</b>	12	<b>Flat-Footed AC</b>		13					
		BAB	Strength	Size	Misc				
<b>CM Bonus</b>	+2 =	-	+2	-	-				
		BAB	Strength	Dexterity	Size				
<b>CM Defense</b>	14 = 10	-	+2	+2	-				
<b>Base Attack</b>			+0	<b>HP</b>		9			
<b>Initiative</b>			+2	Damage / Current HP					
<b>Speed</b>			30 ft						

### Dagger

Main hand: +2, 1d4+2

Crit: 19-20/x2

Ranged: +2, 1d4+2

Rng: 10'  
Light, P/S

### Scimitar

Main hand: +2, 1d6+2

Crit: 18-20/x2

Both hands: +2, 1d6+3

1-hand, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+1	DEX (2)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+5	STR (2)	1	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Lycanthropic Empathy:</b> +4 with wolves and dire wolves				
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+1	DEX (2)	-	
<b>Fly</b>	+1	DEX (2)	-	
<b>Handle Animal</b>	+4	CHA (0)	1	
<b>Heal</b>	+6	WIS (2)	1	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (nature)</b>	+7	INT (1)	1	
<b>Perception</b>	+6	WIS (2)	1	
<b>Ride</b>	+1	DEX (2)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Stealth</b>	+6	DEX (2)	1	
<b>Highlander (hills or mountains):</b> +2 Trait bonus in hilly or rocky areas				
<b>Survival</b>	+11	WIS (2)	1	
<b>Compass:</b> +2 circumstance bonus to avoid becoming lost				
<b>Swim</b>	+1	STR (2)	-	
<b>Endurance:</b> +4 to resist nonlethal damage from exhaustion				

### Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Druid Weapon Proficiencies  
 Endurance  
 Shield Proficiency  
 Skill Focus (Survival)

## Traits

Highlander (hills or mountains)  
Northern Ancestry

## Sling

Ranged: **+2, 1d4+2** Crit: x2  
Ranged, both hands: **+2, 1d4+3** Rng: 50'  
1-hand, B

## Hide shirt

**+3** Max Dex: +4, Armor Check: -1  
Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 66/200 lbs, Light Load**  
**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Backpack, masterwork (12 @ 28 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (12 @ 28 lbs)>	5 lbs
Belt pouch (4 @ 0.5 lbs)	0.5 lbs
Blanket, winter <In: Backpack, masterwork (12 @ 28	3 lbs
Climber's kit <In: Backpack, masterwork (12 @ 28 lbs)>	5 lbs
Cold weather outfit (Free)	-
Compass <In: Belt pouch (4 @ 0.5 lbs)>	0.5 lbs
Dagger	1 lb
Flint and steel <In: Belt pouch (4 @ 0.5 lbs)>	-
Hide shirt	18 lbs
Holly and mistletoe <In: Belt pouch (4 @ 0.5 lbs)>	-
Money <In: Belt pouch (4 @ 0.5 lbs)>	-
Scimitar	4 lbs
Silk rope <In: Backpack, masterwork (12 @ 28 lbs)>	5 lbs
Sling	-
Sling bullets x20	0.5 lbs
Snow goggles <In: Backpack, masterwork (12 @ 28 lbs)>	-
Torch <In: Backpack, masterwork (12 @ 28 lbs)>	1 lb
Trail rations x5 <In: Backpack, masterwork (12 @ 28	1 lb
Waterskin <In: Backpack, masterwork (12 @ 28 lbs)>	4 lbs

## Special Abilities

Call Cold (5/day, DC 10) (Su)  
Change Shape (human, hybrid, and wolf; *polymorph*) (Su)  
Curse of Lycanthropy (DC 15) (Su)  
Druid (Arctic Druid) Domain (Arctic)  
Low-Light Vision  
Lycanthropic Empathy (wolves and dire wolves) +4 (Ex)  
Scent (Ex)  
Spontaneous Casting  
Wild Empathy +1 (Ex)

## Tracked Resources

Call Cold (5/day, DC 10) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Sling bullets	<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"/> <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"/> <input type="checkbox"/>
Torch	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Experience & Wealth

Experience Points: **0/2,000**  
Current Cash: **87 gp, 1 sp, 9 cp**

## Languages

Common  
Druidic  
Sylvan

## Spells & Powers

**Druid (Arctic Druid) spells memorized** (CL 1st; concentration +3)  
**Melee Touch +2 Ranged Touch +2**  
**1st**—*cure light wounds, endure elements, frostbite*<sup>D,UM</sup>  
**0th (at will)**—*create water, detect poison, flare* (DC 12),  
*purify food and drink* (DC 12)  
**[D]** Domain spell; **Domain Arctic**

## Sourcebooks Used

- **Advanced Player's Guide** - Arctic Druid (archetype)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Compass (equipment)
- **Advanced Player's Guide Traits / Ultimate Campaign** - Highlander (hills or mountains) (trait)
- **Deep Magic** - Gliding Step (spell); Leaf Spray (spell); Porevit's Mantle (spell)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **Pathfinder Adventure Paths / Varisia, Birthplace of Legends** - Hide shirt (armor)
- **People of the North / Reign of Winter** - Northern Ancestry (trait)
- **Ultimate Magic** - Arctic (special ability); Frostbite (spell)