

Abraxas Hillrunner

Player: Javier Espinoza

Male human natural werewolf druid (arctic druid) 2

(Natural Werewolf +0) - CL2 - CR 2

Chaotic Neutral Humanoid (Human, Shapechanger); Deity:

The Green Faith; Age: 29; Height: 5' 8"; Weight: 173 lb.;

Eyes: Yellow; Hair: Brown; Skin: Tan

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	13	+1	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	12	+1	
WIS WISDOM	15	+2	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+3	+1		+1		Endurance: +4 vs. hot or cold environments and to resist damage from suffocation
REFLEX (DEXTERITY)	+2 =		+2				
WILL (WISDOM)	+5 =	+3	+2				

Energy Resistance, Cold (2)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15 = 10	+3		+2					
Touch AC	12	Flat-Footed AC		13					
		BAB	Strength	Size	Misc				
CM Bonus	+3 =	+1	+2	-	-				
		BAB	Strength	Dexterity	Size				
CM Defense	15 = 10	+1	+2	+2	-				
Base Attack			+1	HP		11			
Initiative			+2	Damage / Current HP					
Arctic Native: +1 bonus in cold or icy terrain									
Speed			30 ft						

Masterwork silver dagger

Main hand: +4, 1d4+1

Crit: 19-20/x2

Ranged: +4, 1d4+1

Rng: 10'
Light, P/S

Scimitar

Main hand: +3, 1d6+2

Crit: 18-20/x2

Both hands: +3, 1d6+3

1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+7	STR (2)	2	
Diplomacy	+0	CHA (0)	-	
Lycanthropic Empathy: +4 with wolves and dire wolves				
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+4	CHA (0)	1	
Heal	+6	WIS (2)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+8	INT (1)	2	
Perception	+7	WIS (2)	2	
Arctic Native: +1 bonus in cold or icy terrain				
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+5	INT (1)	1	
Stealth	+8	DEX (2)	2	
Highlander (hills or mountains): +2 Trait bonus in hilly or rocky areas, Arctic Native: +1 bonus in cold or icy terrain				
Survival	+12	WIS (2)	2	
Arctic Native: +1 bonus in cold or icy terrain, Compass: +2 circumstance bonus to avoid becoming lost				
Swim	+2	STR (2)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies

Abraxas Hillrunner – Abilities & Gear

Endurance

Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Skill Focus (Survival)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In: Not Consolidated Skills

Highlander (hills or mountains)

Trait

You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

Appears In: Advanced Player's Guide Traits, Ultimate Campaign

Northern Ancestry

Trait

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

Appears In: People of the North, Reign of Winter

Change Shape (human, hybrid, and wolf; Racial Ability (Werewolf, Nature)

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (DC 15) (Su) Racial Ability (Werewolf, Nature)

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope's size, this ability has no effect.

Energy Resistance, Cold (2)

Unknown

You have the specified Energy Resistance against Cold attacks.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Lycanthropic Empathy (wolves and dire w) Racial Ability (Werewolf, Nature)

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Arctic Native (+1) (Ex)

Class Ability (Druid)

At 2nd level, an arctic druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in cold or icy terrain, and she cannot be tracked in cold or icy terrain. This ability replaces woodland stride.

Call Cold (5/day, DC 11) (Su)

Class Ability (Cleric, Druid)

You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

Spontaneous Casting

Class Ability (Druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Wild Empathy +2 (Ex) **Class Ability (Druid)**

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Compass **Gear**

An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to avoid becoming lost. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Appears In: Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Snow goggles **Gear**

These goggles, carved from bone with a narrow slit opening and held in place with leather straps, work as smoked goggles (Advanced Player's Guide 183). In addition, they provide immunity to polar mirages.

Appears In: Jade Regent, Ultimate Equipment, Reign of Winter

Wand of burning gaze (7 charges) **Wand**

Burning Gaze, Fortitude negates or See Text (DC 13)

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze.

Note that this spell does not grant an actual gaze attack - foes and allies are not in danger of catching on fire simply by meeting your gaze.

Background

Travel and exploration is one of Abraxas' main passions. Because of his childhood territory, he is most at home in the hills and mountainous terrain. He is also comfortable with the cold due to his ancestry. As a druid he spends most of his time traveling. He still hasn't mastered human niceties. It is not uncommon for him to eat raw food or get down on the ground to smell something while tracking in human form. He is further confused because his visits to cities and towns are few and far between. As a result, slight or significant cultural make it hard for him to remember nuances of social interaction (e.g., shaking hands is expected in one region, physical contact is taboo in another).

He is easy going and inquisitive. Not much phases him. However, he did have a bad experience with some villagers running him out of town with torches and pitchforks. As a result, he tends to limit his transformations in front of people who have not gained his trust. He can often pass off his transformation as a druidic ritual.

Because of his ancestor's role as vicious enforcers, his pack has forbidden infecting any sentient being with lycanthropy. He relies on man-made weapons for offense and defense. He will use fang and claw for hunting for food or for defense if he knows his foe will not live.

Sourcebooks Used

- **Advanced Player's Guide** - Arctic Druid (archetype); Flare Burst (spell); Burning Gaze (spell)
- **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); Snowball (spell); Tan Hide (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)

Title - Abraxas Hillrunner (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/03/26

XP Reward: 2000 XP; **Net Cash:** 10 gp

- no notes -