

Abraxas Hillrunner

Player: Javier Espinoza

Male human natural werewolf druid (arctic druid) 5

(Natural Werewolf +0) - CL5 - CR 5

Chaotic Neutral Humanoid (Human, Shapechanger); Deity:

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	16	+3	
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	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+4	+1		+1		Endurance: +4 vs. hot or cold environments and to resist damage from suffocation
REFLEX (DEXTERITY)	+4 =	+1	+3				
WILL (WISDOM)	+6 =	+4	+2				

Energy Resistance, Cold (2)

Immunity to Dazzled

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	10	+3	+2	+3		+1		

Touch AC 13 **Flat-Footed AC** 16

Arrow catching: +1 deflection bonus vs. ranged attacks

CM Bonus	BAB	Strength	Size	Misc
+5 =	+3	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
18 = 10	+3	+2	+3	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	33
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Initiative	+3	Damage / Current HP	
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Arctic Native: +2 bonus in cold or icy terrain

Speed	30 ft
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Scimitar

Main hand: +5, 1d6+2

Crit: 18-20/x2

Both hands: +5, 1d6+3

1-hand, S

Sling

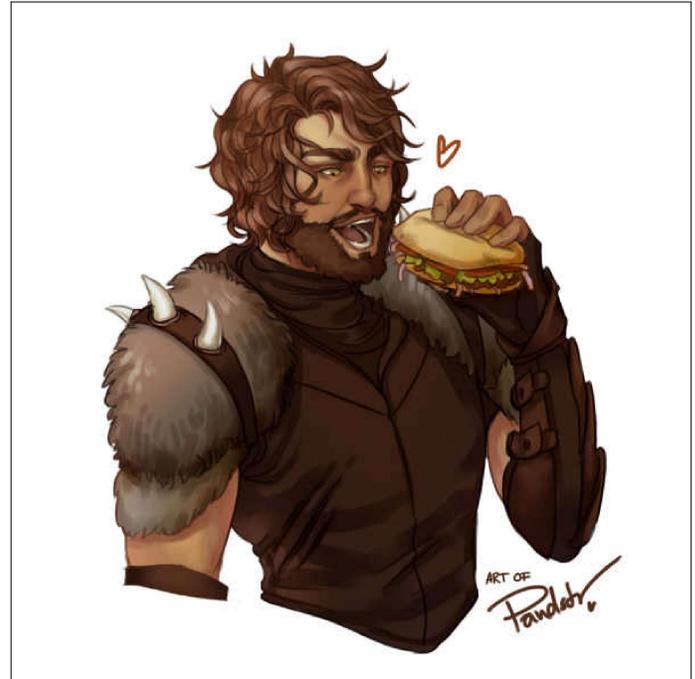
Ranged: +6, 1d4+2

Crit: x2

Ranged, both hands: +6, 1d4+3

Rng: 50'

1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+7	STR (2)	2	
Diplomacy	+5	CHA (1)	4	
Lycanthropic Empathy: +4 with wolves and dire wolves				
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+8	WIS (2)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (nature)	+11	INT (1)	5	
Linguistics	+2	INT (1)	1	
Perception	+10	WIS (2)	5	
Arctic Native: +2 bonus in cold or icy terrain				
Profession (cook)	+6	WIS (2)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+5	INT (1)	1	
Stealth	+12	DEX (3)	5	

Highlander (hills or mountains): +2 Trait bonus in hilly or rocky areas,

Arctic Native: +2 bonus in cold or icy terrain

Survival +15 WIS (2) 5

Arctic Native: +2 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

Activated Abilities & Adjustments

Weapon Proficiency

Abraxas Hillrunner – Abilities & Gear

Eater of the Dead **Feat**

Benefit: As a full-round action, you may feed from the flesh of a Tiny or larger corpse less than one week old. You consume residual negative energy from the body's death along with its flesh, and this restores up to 1d8+5 lost hp.

Appears In: Deep Magic

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.

Escape Route **Feat**

You have trained to watch your allies' backs, covering them as they make tactical withdrawals.

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Appears In: Ultimate Combat

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.

Immunity to Dazzled **Unknown**

You are immune to the dazzled condition.

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.

Abraxas Hillrunner – Abilities & Gear

Arctic Endurance (Ex) **Class Ability (Druid)**

At 4th level, an arctic druid ignores the effects of a cold climate as if using *endure elements*. She is also immune to being dazzled. This ability replaces resist nature's lure.

Arctic Native (+2) (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 13) (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.

Icewalking (Ex) **Class Ability (Druid)**

At 3rd level, an arctic druid suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through. This ability replaces trackless step.

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 +6 (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.

Arrow catching (Iziamir's Shield) **Armor Power**

A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted. Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Construction

Requirements: Craft Magic Arms and Armor, *entropic shield*; **Cost** +1 Bonus

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

Furs **Gear**

The most basic of cold-weather gear, animal furs serve to keep their wearers warm. Wearing enough fur to cover the body provides a +2 bonus on Fortitude saves to resist cold weather. This does not stack with any bonuses gained from the Survival skill. Furs may supplement another outfit.

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

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Appears In: Advanced Player's Guide, Adventurer's Armory, Jade Regent, 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

Scroll of remove disease **Scroll**

Remove Disease

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Scroll of remove sickness **Scroll**

Remove Sickness, Fortitude negates (DC 11)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Scroll of remove sickness **Scroll**

Remove Sickness, Fortitude negates (DC 11)

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Abraxas Hillrunner – Abilities & Gear

Wand of faerie fire (50 charges)

Wand

Faerie Fire

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Amulet of natural armor +1

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Cauldron of overwhelming allies (1/day) Wondrous Item

The artistic scrawls on the dark surface of this small bronze cauldron depict an array of exotic animals, legendary beasts, leering fiends, and hosts of elementals. Once per day, if used as the focus or divine focus for a *summon monster* or *summon nature's ally* spell, the cauldron automatically conjures 1d3 additional creatures of the same kind from the next lower level list. For example, if a user casts *summon monster III* to summon 1d3 wolves, he could also summon 1d3 additional wolves (or other creatures from the 2nd-level list).

Construction

Requirements: Craft Wondrous Item, Spell Focus (conjuration), *summon monster IV* or *summon nature's ally IV*; **Cost** 2,250 gp

Appears In: Reign of Winter

Feather token (bird)

Wondrous Item

This item is a small feather that has the power to create a small bird that can be used to deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Construction

Requirements: Craft Wondrous Item, *major creation*; **Cost** 150 gp

Feather token (tree)

Wondrous Item

This item is a small feather that has the power to cause a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Construction

Requirements: Craft Wondrous Item, *major creation*; **Cost** 200 gp

Robe of useful items

Wondrous Item (Body)

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (full and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d% - Result

- 01-08 - Bag of 100 gold pieces
- 09-15 - Coffin, silver (6 in. by 6 in. by 1 ft.), 500 gp value
- 16-22 - Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side - must be placed upright, attaches and hinges itself)
- 23-30 - Gems, 10 (100 gp value each)
- 31-44 - Ladder, wooden (24 ft. long)
- 45-51 - Mule (with saddle bags)
- 52-59 - Pit, open (10 ft. by 10 ft. by 10 ft.)
- 60-68 - Potion of cure serious wounds
- 69-75 - Rowboat (12 ft. long)
- 76-83 - Minor scroll of one randomly determined spell
- 84-90 - War dogs, pair (treat as riding dogs)
- 91-96 - Window (2 ft. by 4 ft., up to 2 ft. deep)
- 97-100 - Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Construction

Requirements: Craft Wondrous Item, *fabricate*; **Cost** 3,500 gp

Tracked Resources

Weapon blanch (cold iron)

Languages

Common Sign Language
Druidic Sylvan

Spells & Powers

Druid (Arctic Druid) spells memorized (CL 5th; concentration +7)

Melee Touch +5 **Ranged Touch** +6

3rd—*potency of the pack*, *sleet storm*^D

2nd—*aspect of the bear*^{D,APG}, *caustic blood*, *communal endure elements*^{UC}, *lesser restoration*

1st—*fate revealed* (2), *frostbite*^{D,UM}, *produce flame*, *thunderstomp*^{ACG}

0th (at will)—*create water*, *detect magic*, *mending*, *purify food and drink* (DC 12), *resistance*

[D] Domain spell; **Domain** Arctic

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 Class Guide** - Thunderstomp (spell)
- **Advanced Player's Guide** - Arctic Druid (archetype); Aspect of the Bear (spell); Flare Burst (spell); Negate Aroma (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Furs (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Compass (equipment)
- **Advanced Player's Guide / Reign of Winter / Ultimate Equipment** - Spear of manhunting (weapon)
- **Advanced Player's Guide / Ultimate Equipment** - Weapon blanch (cold iron) (equipment)
- **Advanced Player's Guide Traits / Ultimate Campaign** - Highlander (hills or mountains) (trait)
- **Deep Magic** - Caustic Blood (spell); Eater of the Dead (feat); Fate Revealed (spell); Leaf Spray (spell); Potency of the Pack (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)
- **Reign of Winter** - Cauldron of overwhelming allies (equipment)
- **Reign of Winter / Ultimate Equipment** - Blackfire clay (equipment)
- **Ultimate Combat** - Endure Elements, Communal (spell); Escape Route (feat)
- **Ultimate Magic** - Arctic (special ability); Frostbite (spell)