

## Abraxas Hillrunner

Player: Javier Espinoza

Male human natural werewolf druid (arctic druid)

5/fighter 2 (Natural Werewolf +0) - CL7 - CR 7

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
<b>STR</b> STRENGTH	14/18	+2/+4	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	13/17	+1/+3	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+7	+3	+1	+1		
<b>REFLEX</b> (DEXTERITY)	+5 =	+1	+3	+1			
<b>WILL</b> (WISDOM)	+7 =	+4	+2	+1			

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation

**Bravery:** +1 vs. fear

Damage Reduction (10/silver)	Immunity to Bleed
Energy Resistance, Cold (2)	Immunity to Dazzled

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 24 =	+3	+2	+3		+5	+1		

**Touch AC** 14    **Flat-Footed AC** 21

Arrow catching: +1 deflection bonus vs. ranged attacks

CM Bonus	BAB	Strength	Size	Misc
+9 =	+5	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
23 = 10	+5	+4	+3	-

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

<b>Base Attack</b>	+5	<b>HP</b>	66
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<b>Initiative</b>	+3	Damage / Current HP	
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Arctic Native: +2 bonus in cold or icy terrain

<b>Speed</b>	30 ft
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+1 greatsword

Both hands: +10, 2d6+7      Crit: 19-20/x2  
2-hand, S

Adamantine warhammer

Main hand: +10, 1d8+4      Crit: x3  
Both hands: +10, 1d8+6      1-hand, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+3	DEX (3)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+9	STR (4)	2	
<b>Diplomacy</b>	+5	CHA (1)	4	
Lycanthropic Empathy: +4 with wolves and dire wolves				
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+3	DEX (3)	-	
<b>Handle Animal</b>	+6	CHA (1)	2	
<b>Heal</b>	+8	WIS (2)	1	
<b>Intimidate</b>	+1	CHA (1)	-	
<b>Knowledge (nature)</b>	+12	INT (1)	6	
<b>Linguistics</b>	+2	INT (1)	1	
<b>Perception</b>	+10	WIS (2)	5	
Arctic Native: +2 bonus in cold or icy terrain				
<b>Profession (cook)</b>	+8	WIS (2)	3	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Spellcraft</b>	+5	INT (1)	1	
<b>Stealth</b>	+14	DEX (3)	7	
Highlander (hills or mountains): +2 Trait bonus in hilly or rocky areas, Arctic Native: +2 bonus in cold or icy terrain				
<b>Survival</b>	+17	WIS (2)	7	
Arctic Native: +2 bonus in cold or icy terrain, <b>Compass:</b> +2 circumstance bonus to avoid becoming lost, <b>human natural werewolf:</b> +4 when tracking by scent				
<b>Swim</b>	+4	STR (4)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

### Activated Abilities & Adjustments

Change Shape (human, hybrid, and wolf; *polymorph*) (Su): Hybrid Form

## Feats

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Barroom Brawler (1/day)  
 Druid Weapon Proficiencies  
 Eater of the Dead  
 Endurance  
 Escape Route  
 Martial Weapon Proficiency - All  
 Saving Shield  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Skill Focus (Survival)  
 Step Up  
 Tower Shield Proficiency

## Traits

Highlander (hills or mountains)  
 Northern Ancestry

## Bite (Natural Werewolf)

Main hand: **+4, 1d6+2 plus curse of lycanthropy** Crit: x2  
 Light, B/P/S

## Composite longbow (Str +2)

Ranged, both hands: **+8, 1d8+2** Crit: x3  
 Rng: 110'  
 2-hand, P

## Scimitar

Main hand: **+9, 1d6+4** Crit: 18-20/x2  
 Both hands: **+9, 1d6+6** 1-hand, S

## Sling

Ranged: **+8, 1d4+4** Crit: x2  
 Ranged, both hands: **+8, 1d4+6** Rng: 50'  
 1-hand, B

## Spear of manhunting (1/day)

Both hands: **+10, 1d8+7** Crit: x2  
 2-hand, P, Brace

## Dragonhide plate

**+9** Max Dex: +1, Armor Check: -5  
 Spell Fail: 35%, Heavy, Slows

## Iziamir's Shield

**+2** Max Dex: -, Armor Check: -  
 Spell Fail: 5%, Shield

## Scarred Hide Shirt

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

## Experience & Wealth

Experience Points: **35000/51,000**  
 Current Cash: **11 gp, 4 sp, 9 cp**

## Gear

**Total Weight Carried: 85/350 lbs, Light Load (Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

+1 greatsword	8 lbs
Adamantine warhammer <In: Pippa's Bag of Holding>	5 lbs
Amulet of natural armor +1	-
Backpack, masterwork (15 @ 12 lbs)	4 lbs
Bedroll <In: Pippa's Bag of Holding>	5 lbs
Belladonna x2 <In: Backpack, masterwork (15 @ 12)>	-
Belt of giant strength +2	1 lb
Belt pouch (4 @ 1.5 lbs)	0.5 lbs
Blackfire clay <In: Pippa's Bag of Holding>	10 lbs
Blanket, winter <In: Pippa's Bag of Holding>	3 lbs
Cauldron of brewing (6 @ 8.5 lbs)	5 lbs
Cauldron of overwhelming allies (1/day)	5 lbs
Climber's kit <In: Backpack, masterwork (15 @ 12)>	5 lbs
Cloak of resistance +1	1 lb
Cold weather outfit (Free)	-
Compass <In: Belt pouch (4 @ 1.5 lbs)>	0.5 lbs
Composite longbow (Str +2)	3 lbs
Cutting board, wooden <In: Cauldron of brewing (6)>	2 lbs
Dragonhide plate <In: Pippa's Bag of Holding>	50 lbs
Flint and steel <In: Belt pouch (4 @ 1.5 lbs)>	-
Furs <In: Pippa's Bag of Holding>	5 lbs
Furs <In: Pippa's Bag of Holding>	5 lbs
Furs <In: Pippa's Bag of Holding>	5 lbs
Healer's kit <In: Backpack, masterwork (15 @ 12)>	1 lb
Hex nail	-
Holly and mistletoe <In: Belt pouch (4 @ 1.5 lbs)>	-
Iziamir's Shield	5 lbs
Knife, cutting <In: Cauldron of brewing (6 @ 8.5)>	0.5 lbs
Light shield bash	-
Magical Ladle <In: Cauldron of brewing (6 @ 8.5)>	0.5 lbs
Money <In: Pippa's Bag of Holding>	0.48 lbs
Mug/tankard <In: Backpack, masterwork (15 @ 12)>	1 lb
Potion of reduce person <In: Backpack, masterwork (15 -)>	-
Quick runner's shirt (1/day)	-
Ring of protection +1	-
Ring of regeneration	-
Scarred Hide Shirt	18 lbs
Scimitar	4 lbs
Scroll of flare	-
Scroll of lesser restoration x2 <In: Backpack,>	-
Scroll of remove sickness <In: Backpack, masterwork>	-
Scroll of remove sickness <In: Backpack, masterwork>	-
Scroll of speak with animals x2 <In: Backpack,>	-
Scroll of stabilize	-
Seasonings <In: Cauldron of brewing (6 @ 8.5)>	0.5 lbs
Silk rope <In: Backpack, masterwork (15 @ 12)>	5 lbs
Silver Token (Heralds of Summer's Return) - Pikel	-
Skewer <In: Cauldron of brewing (6 @ 8.5 lbs)>	1 lb
Skillet <In: Cauldron of brewing (6 @ 8.5 lbs)>	4 lbs
Sling <In: Backpack, masterwork (15 @ 12 lbs)>	-
Snow goggles <In: Backpack, masterwork (15 @ 12)>	-
Spear of manhunting (1/day)	8 lbs
Tindertwig x15	-

## Gear

**Total Weight Carried: 85/350 lbs, Light Load (Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Wand of cure light wounds	-
Wand of faerie fire (50 charges)	-
Wand of feather step (50 charges)	-
Weapon blanch (cold iron)	0.5 lbs
Whetstone <In: Belt pouch (4 @ 1.5 lbs)>	1 lb

## Special Abilities

+4 Survival when tracking by scent (Ex)  
 Arctic Endurance (Ex)  
 Arctic Native (+2) (Ex)  
 Arrow catching  
 Bravery +1 (Ex)  
 Call Cold (5/day, DC 13) (Su)  
 Change Shape (human, hybrid, and wolf; *polymorph*) (Su)  
 Curse of Lycanthropy (DC 15) (Su)  
 Druid (Arctic Druid) Domain (Arctic)  
 Icewalking (Ex)  
 Low-Light Vision  
 Lycanthropic Empathy (wolves and dire wolves) +4 (Ex)  
 Regeneration 1  
 Scent (Ex)  
 Spontaneous Casting  
 Trip (Ex)  
 Wild Empathy +6 (Ex)

## Tracked Resources

Barroom Brawler (1/day)	<input type="checkbox"/>
Belladonna	<input type="checkbox"/> <input type="checkbox"/>
Blackfire clay	<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"/>
Call Cold (5/day, DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cauldron of overwhelming allies (1/day)	<input type="checkbox"/>
Healer's kit	<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"/>
Potion of reduce person	<input type="checkbox"/>
Quick runner's shirt (1/day)	<input type="checkbox"/>
Spear of manhunting (1/day)	<input type="checkbox"/>
Tindertwig	<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"/>
Wand of cure light wounds	<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"/> <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"/>
Wand of faerie fire (50 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

Wand of feather step (50 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon blanch (cold iron)	<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"/>

## Languages

Common	Sign Language
Druidic	Sylvan

## Spells & Powers

**Druid (Arctic Druid) spells memorized** (CL 5th; concentration +7)  
**Melee Touch +9 Ranged Touch +8**  
**3rd**—*armor of the mountains* (DC 15), *sleet storm*<sup>D</sup>  
**2nd**—*aspect of the bear*<sup>D,APG</sup>, *bull's strength*, *tar ball*<sup>UM</sup>, *winter grasp*<sup>UW</sup>  
**1st**—*calm animals* (DC 13), *charm animal* (DC 13), *frostbite*<sup>D,UM</sup>, *snowball*<sup>UW</sup>, *speak with animals*  
**0th (at will)**—*create water*, *mending*, *purify food and drink* (DC 12), *read magic*, *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.