

Albert Franstein

“You may think me a foul and uncouth beast from the nightmares of young children, but when you find yourself lost and alone, freezing to death in the night’s blizzard, you’ll wish you had hired me for your guide.”

Albert Franstein was born a proud member of the mongrel folk—a race generally despised by most others. With the head and torso of a rotund walrus, the eyes of a great cat, the stout legs of an elephant, and the burly arms of an orc, however, he quickly learned that no amount of pride would protect him from the fear and violence of other races, however. So he too hid away from the busy pockets of civilization and disappeared into the far wilds of the north, where he adventures with his only permanent companion, the white tiger Frostwind, and works as a wilderness guide for any who might look past his appearance and hire him.

Albert Franstein

Male mongrelman hunter 8

NG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision,
Perception +16

Languages Common, Sylvan, Undercommon

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 natural)

hp 116 (10 HD)

Fort +10, **Ref** +11, **Will** +8

OFFENSE

Speed 20 ft. (4 squares), 30 ft. unarmored

Melee +1 *impact sugliin* +15/+10 (3d6+10/×3) or
+1 *impact sugliin* +15/+7 (3d6+19/×3) with Power Attack, or
+1 *impact sugliin* +15 (6d6+19/×3) with Power Attack and Vital Strike

Ranged +1 *composite longbow* +11/+6 (1d8+6/×3)

Special Attacks precise companion (outflank), hunter tactics

Hunter Spells Known (CL 8th; Concentration +11)

3rd (3/day) – *call lightning*, *diminish plants*, *plant growth*

2nd (5/day) – *acute senses*^{UM}, *barkskin*, *eagle eye*^{APG}, *speak with plants*

1st (5/day) – *animal messenger*, *call animal*, *commune with birds*, *entangle*, *speak with animals*

0 (at will) – *create water*, *detect magic*, *guidance*, *know direction*, *light*, *spark*^{APG}

STATISTICS

Abilities Str 22 (+6), Dex 14 (+2), Con 18 (+4), Int 13 (+1), Wis 16 (+3), Cha 6 (–2)

Base Atk +8; **CMB** +14; **CMD** 26

Feats Furious Focus, Improved Spell Sharing^B (variable), Lookout^B, Outflank^B, Power Attack, Skill Focus (stealth), Stealth Synergy, Vital Strike

Skills Handle Animal +13 (+17 with animal companion), Heal +16, Knowledge (geography) +14, Knowledge (nature) +12, Perception +16, Sleight of Hand +4 (untrained), Stealth +23, Survival +16 (+20 when tracking); **Armor Check Penalty** –2; **Racial Bonuses** +4 Sleight of Hand, +4 Stealth

SQ animal focus (8 minutes/day), improved empathic link, nature training, second animal focus, swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear arrows (20), pheromone arrows (20), *wand of cure light wounds* (50 charges); **Other Gear** +1 *adaptive composite longbow*, +1 *impact sugliin* (as earth breaker), +2 *hide armor*, hunter’s kit, *ring of sacred mistletoe*, tender (35gp)

Encumbrance light 306 lb., medium 613 lb., heavy 920 lb.; **Weight Carried** 71 lb. 3 oz. (excluding tender)

SPECIAL ABILITIES



Animal Focus (Su) You can take on the aspect of an animal as a swift action. You must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and your hunter level. You can use this ability for a number of minutes per day equal to your hunter level. This duration does not need to be consecutive, but must be spent in 1-minute increments. You can emulate only one animal at a time. You can also apply one of these aspects to your animal companion. Unlike with yourself, there is no duration on the animal aspect applied to your animal companion. An aspect applied in this way does not count against your minutes of duration per day—it remains in effect until you change it. The companion's aspect can be the same aspect you have taken on or a different one. You can select or change the animal foci on both yourself and your animal companion as part of the same swift action. If your animal companion is dead, you can apply your companion's animal focus to yourself instead of your animal companion. This is in addition to the normal one you can choose, and (as with a companion's focus) remains in effect until you change it instead of counting against your minutes per day. A list of animal aspects are shown below.

Hunter Tactics (Ex) You automatically grant your teamwork feats to your animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

Improved Empathic Link (Su) You gain an empathic link with your animal companion out to one mile. You can communicate empathically with your animal companion and can also see through a companion's eyes as a swift action, maintaining this connection as long as you like (as long as the companion is within 1 mile) and ending it as a free action. You are blinded while maintaining this connection. Because of the link's limited nature, only general emotions can be shared. You have the same connection to an item or place that your animal companion does.

Nature Training (Ex) You count your total hunter level as both druid levels and ranger levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion.

Second Animal Focus (Su) Whenever you use your animal focus ability, you select two different animal aspects for yourself instead of one, and can assign two aspects to your animal companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day you can take on an aspect. If your animal companion is dead and you have applied the companion's animal aspect to yourself, that aspect does not count toward your maximum of two aspects at once. You can still apply only one of your dead companion's aspects to yourself, not both.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Teamwork Feat As a standard action, you can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat you have already learned. In effect, you lose the bonus feat in exchange for the new one. You can change only the most recent teamwork feat gained, and must meet the prerequisites for the newly selected feat. You can change your most recent teamwork feat a number of times per day equal to your Wisdom modifier (minimum 1). Whenever you gain a new teamwork feat, your previous teamwork feats become permanent.

Track (Ex) You add ½ your hunter level to Survival skill checks made to follow tracks.

Wild Empathy (Ex) You can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person, but you roll 1d20 and add your hunter level and your 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, you and the animal 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. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You and your animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect you and your animal companion.

Frostwind

Tiger Animal Companion

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 52 (7 HD)

Fort +8, **Ref** +8, **Will** +4; +4 vs. enchantment spells and effects

Defensive Abilities devotion, evasion

OFFENSE

Speed 50 ft. (10 squares); run ×5

Melee 2 claws +12 (1d6+7 plus grab) and bite +11 (1d8+7 plus grab) or

2 claws +10 (1d6+11 plus grab) and bite +9 (1d8+11 plus grab) with Power Attack

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +12, 1d6+7)

STATISTICS

Abilities Str 24 (+7), Dex 17 (+3), Con 17 (+3), Int 2 (-4), Wis 15 (+2), Cha 10 (+0)

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 26

Feats Improved Spell Sharing^B, Lookout^B, Narrow Frame, Outflank^B, Power Attack, Run, Stealth Synergy^B, Weapon Focus (claw)

Skills Escape Artist +7, Perception +6, Stealth +7

SQ animal aspects (bull, stag), combat trained, link, share spells, tricks (advanced attack, defend, down, flank, guard, heel, hunt, sneak, watch)

Gear none

Encumbrance light 699 lb., medium 1,398 lb., heavy 2,100 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Grab (Ex) If your animal companion hits with the indicated attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than your animal companion. Your animal companion has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless your animal companion also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Pounce (Ex) When your animal companion makes a charge, it can make a full attack (including rake attacks).

Rake (Ex) Your animal companion gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, your animal companion gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included above. Your animal companion must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.



Share Spells (Ex) You may cast a spell with a target of “You” on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion’s type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

ANIMAL ASPECTS

Bat: The creature gains darkvision to a range of 60 feet. At 8th-level, the range increases by 30 feet. At 15th-level, the creature also gains blindsense to a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th-level and +8 at 15th-level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th-level, this increases to improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th-level and +6 at 15th-level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th-level and 20 feet at 15th-level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th-level and 30 feet at 15th-level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

HUNTER’S KIT

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, torches (10), trail rations (5 days), and a waterskin.