

HUNTER LEVEL 4

Adowyn wanders the Inner Sea as a bounty hunter, with her wolf, Leryn, at her side. She is quiet around people, but often engages in animated conversations with Leryn as the two of them track their prey.

ADOWYN

Female human hunter of Erastil 4

NG Medium humanoid (human)

Init +5; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +5 Dex)

hp 31 (4d8+8)

Fort +7, **Ref** +10, **Will** +4

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8/19–20)

Ranged mwk composite longbow +7/+7 (1d8/×3) or
mwk composite longbow +9 (1d8/×3)

Special Attacks animal focus (4 minutes/day)

Hunter Spells Known (CL 4th; concentration +6)

2nd (2/day)—*spike growth* (DC 14), *wind wall*

1st (4/day)—*aspect of the falcon*^{APG}, *feather step*^{APG}, *gravity bow*^{APG},
resist energy

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*,
purify food and drink

STATISTICS

Str 10, **Dex** 21, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 18

Feats Coordinated Shot^{ACG}, Deadly Aim, Point-Blank Shot, Precise Shot,
Rapid Shot

Skills Climb +5, Craft (bows) +4, Handle Animal +7 (+11 for Leryn), Heal
+6, Intimidate +4, Knowledge (geography) +4, Knowledge (nature)
+5, Perception +9, Spellcraft +4, Stealth +11, Survival +9 (+11 following
tracks), Swim +5; **Armor Check** –1

Traits deadeye Bowman^{ISG}, killer^{APG}

Languages Common

SQ animal companion (wolf named Leryn), hunter tactics, improved
empathic link, nature training, track, wild empathy +4

Combat Gear acid, *potions of mage armor* (2); **Other Gear** mwk
composite longbow with 20 blunt arrows, 30 cold iron arrows (10
with ghost salt weapon blanch, 10 with adamantine weapon blanch),
and 5 alchemical silver arrows, longsword, studded leather armor,
belt of incredible dexterity +2, *cloak of resistance* +1, *wand of cure
light wounds* (5 charges), *wand of faerie fire* (5 charges), backpack,
waterskin, spell component pouch, 1 gp 5 sp

SPECIAL ABILITIES

Animal Focus As a swift action, Adowyn can apply one of the following aspects to herself for 4 minutes per day in 1 minute increments. Leryn always has one of the aspects active (bull by default, included in the statblock), and if Leryn dies (or if you don't want to bring Leryn to this scenario), Adowyn can always have one aspect active in addition to a second aspect for one minute per day. *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*: +2 enhancement bonus to Constitution. *Bull*: +2 enhancement bonus to Strength, *Falcon*: +4 competence bonus on Perception checks, *Frog*: +4 competence bonus on Swim checks and on Acrobatics checks to jump, *Monkey*: +4 competence bonus on Climb checks, *Mouse*: evasion, as the rogue class feature, *Owl*: +4 competence bonus on Stealth checks, *Snake*: +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity, *Stag*: 5-foot enhancement bonus to its base land speed, *Tiger*: +2 enhancement bonus to Dexterity, *Wolf*: scent ability with a range of 10 feet.

Coordinated Shot Adowyn receives a +1 bonus to ranged attacks against opponents Leryn threatens. When Leryn flanks that opponent (with any ally), Adowyn instead receives a +2 bonus.

Deadeye Bowman When a single creature provides soft cover to Adowyn's target, the target does not receive the +4 bonus to AC.

Deadly Aim Adowyn can take a –1 penalty to hit with her bow to add +2 damage.

Improved Empathic Link As a swift action, Adowyn can see through Leryn's eyes instead of her own as long as Leryn remains within one mile, ending this as a free action.

Killer Adowyn deals an additional 3 damage on a critical hit with her bow or an additional 2 damage on a critical hit with her longsword.

Point-Blank Shot Adowyn receives a +1 to hit and damage with her bow when she is within 30 feet of her target.

Precise Shot Adowyn does not take a penalty for firing into melee.

Weapon Blanch Adowyn's adamantine blanch arrows count as adamantine, and her ghost salt blanch arrows deal full damage to incorporeal creatures.

Wild Empathy Adowyn can attempt to influence animals with a +4 bonus as if using Diplomacy.

Aspect of the Falcon For 4 minutes, Adowyn gets a +3 competence bonus to Perception and a +1 competence bonus to ranged attacks, and she threatens a critical on a 19 or 20 (which doesn't stack with other similar effects).



"No quarry escapes my arrows—or Leryn's jaws."

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Create Water Adowyn creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

Cure Light Wounds Adowyn's wand heals 1d8+1 damage by touch.

Detect Magic Adowyn can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round and then attempt to find out more on the round after that.

Faerie Fire Adowyn's wand creates colorful light, outlining creatures in a 5-foot radius for 1 minute. They gain no benefit from being blurred, invisible, or displaced, and suffer -20 to Stealth.

Feather Step For 40 minutes, a target Adowyn touches can ignore difficult terrain.

Gravity Bow For 4 minutes, Adowyn's bow deals 2d6 damage instead of 1d8.

Guidance Adowyn can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Light An object Adowyn touches sheds light for 40 minutes. She can't have more than one copy of this spell active at once.

Mage Armor This potion gives Leryn a +4 armor bonus to AC for 1 hour, but Adowyn must take the time to feed it to the wolf.

Mending Adowyn can spend 10 minutes to repair 1d4 points of damage to an object that weighs 4 lbs. or less.

Purify Food and Drink Adowyn can remove disease, poison, and contamination from 1 cubic foot of food or water.

Resist Energy For 40 minutes, a target Adowyn touches gains 10 resistance to her choice of acid, cold, electricity, fire, or sonic.

Spike Growth Adowyn can set a trap that lasts 4 hours in 4 20-foot-by-20-foot squares of any outdoor environment that has plants or even roots. Any creature that walks through the area takes 1d4 points of damage for every 5 feet, and if it takes damage, it must succeed at a DC 14 Reflex save or be reduced to half speed. Rogues (only) can notice this with a DC 27 Perception check.

Wind Wall Adowyn can create a vertical wall of wind up to 40 feet long and 20 feet high, shaped in whatever way she wants. Small or smaller flying creatures cannot pass through the walls, and neither can gases or very small projectiles like arrows and bolts. Other ranged weapons like spears have a 30% chance to miss when passing through the wall, and enormous weapons like boulders and ballista bolts automatically pass. The wall lasts for 4 rounds.

LERYN

N Medium animal

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus trip)

Special Attacks trip

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+7 with bite); **CMD** 19

Feats Coordinated Shot^{8,ACG}, Power Attack, Weapon Focus (bite)

Skills Acrobatics +7, Perception +6, Stealth +6; **Armor Check** -0
SQ animal focus (bull), evasion, link, share spells, tricks (attack [2], defend, detect, down, get help, heel, hunt, seek, sneak, track)

SPECIAL ABILITIES

Evasion When Leryn succeeds at a Reflex save, there is no effect, even if it would normally have a partial effect.

Link Adowyn can handle Leryn as a free action or push Leryn as a move action.

Power Attack Leryn can take a -1 penalty to hit with bite attacks to gain a +3 bonus to damage.

Share Spells Adowyn can cast spells with a range of Personal on Leryn by touch.

Trip Whenever Leryn hits with a bite attack, Leryn can make a free trip attempt against that target without provoking any attack of opportunity. Even if Leryn fails by 10 or more, Leryn is never tripped by this attempt.

There's always a need for a skilled hunter, someone who can track down a threat and put an end to it. And when a quarry is particularly dangerous or elusive, there's only one hunter people seek out: Adowyn. Adowyn wanders the Inner Sea with her wolf, Leryn, at her side, working as bounty hunter. She's stalked a naga through the bleak wastes of Osirion, brought back a master thief from the sewers of Oppara, and even managed to recover the tail feathers of the elusive Jade Hawk without harming the reclusive bird. To others, she is quiet and brooding, but she can frequently be found having animated conversations with her wolf, as if he was responding in kind. She wears the armor and garb of the rangers of Nirmathas, a gift she was given after hunting down a patrol of Molthuni soldiers that were stalking behind the lines terrorizing small villages. The bow she carries is her father's, a weapon she treats with reverence. In battle, Adowyn and Leryn single out their foes with grim determination.



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