

Abikay Daewolf

"It is perilous to underestimate me."

To most, Abikay resembles nothing more than a handsome young nobleman who lost his right eye and left arm in some unknown tragedy. He keeps in peak physical condition and sports messy black hair, a single unnaturally green left eye, and a tear drop tattoo on his right cheek. His true form, however, is much more horrifying when revealed. Abikay was born a misshapen monstrosity; a side effect of his parents having lived in radiated Numeria for so long. His right eye (hidden behind an eye patch) has a golden iris and an hourglass shaped pupil like a goat's, a second and third arm are strapped to his torso beneath his robes (the latter being a monstrous bundle of sinewy muscle ending in lethal knife-like claws and the former being atrophied and useless), and his back sports a pair of black, feathered wings (typically folded beneath his cloak) while his mouth is filled with razor sharp fangs.



Abikay has two basic outfits. He has his formal attire, which is comprised of a long flowing cape, a large multi-plumed headdress, and a white mask that depicts a warped smile. His other attire is more formfitting—a casual noble's outfit, which allows him more freedom of movement. His hair is left long and flowing and he always wears a black patch over his right eye in order to prevent its fiendish nature from being inadvertently discovered by those around him who might possess the ability to see past his illusions. Both outfits use mundane and magical means to hide his hideous form.

Sequestered from the world for most of his childhood, Abikay grew to become a coy, if cynical individual who buries himself in ancient tomes and arcane studies when he is not traveling in search of more ancient lore. Still, his frenetic drive towards knowledge and power quickly spreads to those around him, making him an amiable leader of men. He constantly strives for mental and physical perfection and as a former high noble he expects nothing less from his subordinates as well.

Abikay, disowned by his kinsman due to his obsession with alien lore and strange experiments, left his exotic homeland of Numeria long ago. He took with him a number of loyal servants who help him continue his studies of the aberrant creatures of the world. Long fascinated by the tremendous strength and resilience demonstrated by such creatures, he began to explore ways in which he could strengthen his own frail form, eventually becoming an accomplished fleshwarper. He lives for the chance to pass on the "benefits" of his studies to others, and thus often agrees to perform experiments on willing participants. Unfortunately, not all of his early work was as sound or as stable as the work he is now capable of, and a few former adventurers made into monsters by his clumsier efforts yet hunger for revenge.

Abikay Daewolf

Male mutant human alchemist 10 (preservationist, vivisectionist)

LE Medium aberration (augmented human)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

Languages Aklo, Common, Infernal, Undercommon

DEFENSE

AC 28, touch 13, flat-footed 25 (+6 armor, +3 Dex, +6 natural, +3 shield);
barkskin, *mutagen*

hp 92 plus *false life* (10 HD); fast healing 5

Fort +9, **Ref** +13, **Will** +4; *heroism*

Immune mind-affecting effects, poison, radiation

OFFENSE

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee 2 claws +24 (1d6+15 plus poison) and bite +24 (1d8+15 plus poison) with feral mutagen, *heroism*, and rage; or
mwk morningstar +25/+20 (1d8+15 plus poison), claw +19 (1d6+7 plus poison), and bite +19 (1d8+7 plus poison) with feral mutagen, *heroism*, and rage

Ranged acid flask +12 touch (1d6+2 acid) with *heroism*, or
mwk sling +14 (1d4+13) with feral mutagen and *heroism*

Special Attacks rage (24 rounds/day), sneak attack +5d6 plus 5 bleed, swift poisoning, throw anything +3

Alchemist Extracts Prepared (CL 10th)

4th (1/day) – *fluid form*^{APG}

3rd (3/day) – *haste*, *heroism*, [open slot]

2nd (5/day) – *barkskin*, *darkvision*, *false life*, [open slots] (2)

1st (6/day) – *enlarge person*, *shield*, *true strike* (2), [open slots] (2)

STATISTICS

Abilities Str 36 (+13), Dex 16 (+3), Con 14 (+2), Int 14 (+2), Wis 6 (–2), Cha 10 (+0); feral mutagen

Base Atk +7; **CMB** +20 (mutagen and *heroism* bonuses included); **CMD** 29 (mutagen bonuses included)

Feats Brew Potion^B, Extra Discovery (2), Fast Learner, Fleshwarper, Master Alchemist, Planar Preservationist^B, Throw Anything^B

Skills Craft (alchemy) +29, Diplomacy +12, Disguise +12 (+22 with *greater hat of disguise*), Fly +17, Heal +17, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (nature) +17, Knowledge (nobility) +9, Survival +8; **Armor Check Penalty** –1; **Skill Bonuses** +2 to all skills from *heroism*

SQ alchemy +10, deformities (fragile, misshapen, useless arm), discoveries (bleeding attack, crippling strike, feral mutagen, lingering spirit, sticky poison, vestigial arm, wings [10 minutes/day]), heart of the wilderness +5, mutagen (100 minutes), mutations (fast healing, rage, sealed mind), swift alchemy

Combat Gear acid flasks (6), dead air vials (6), drow poison (30), *potions (cure light wounds 10)*, sling bullets (10), tanglefoot bags (6); **Other Gear** +2 *buckler*, +2 *chain shirt*, alchemy crafting kit, backpack, *belt of giant strength* +6, *cloak of resistance* +1, disguise kit (10 uses), formula book (45 pages left), *greater hat of disguise* (functions as an eye patch), jewelry (250gp worth), masterwork morningstar, masterwork sling, *ring of protection* +1, tender (60gp, 40sp, 90cp)

Formula Book 4th-level—*fluid form*^{APG}, *summon monster* V^B, *summon nature's ally* V^B; 3rd-level—*awaken*^{M B}, *baleful polymorph*^B, *cure serious wounds*, *haste*, *heroism*, *summon monster* IV^B, *summon nature's ally* IV^B; 2nd-level—*anthropomorphic animal*^{B UM}, *barkskin*, *darkvision*, *false life*, *summon monster* II^B, *summon nature's ally* II^B; 1st-level—*crafter's fortune*^{APG}, *cure light wounds*, *death watch*^B, *disguise self*, *endure elements*, *enlarge person*, *shield*, *summon monster* I^B, *summon nature's ally* I^B, *true strike*

Encumbrance light 692 lb., medium 1,384 lb., heavy 2,080 lb.; **Weight Carried** 93 lb. 8 oz. (excluding tender)

SPECIAL ABILITIES

Alchemy (Su) When using Craft (alchemy) to create an alchemical item, you gain a competence bonus equal to your alchemist class level on the Craft (alchemy) check (included above). In addition, you can use Craft



(alchemy) to identify potions as if using detect magic. You must hold the potion for 1 round to make such a check. You are also capable of creating bombs, extracts, and mutagens (see below).

Bleeding Attack (Ex) You can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of your sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. You cannot use this in conjunction with crippling strike.

Bottled Ally V You add Handle Animal to your list of class skills. You also add *summon nature's ally I* to your formula book as a 1st-level extract, *summon nature's ally II* as a 2nd-level extract, *summon nature's ally IV* as a 3rd-level extract, and *summon nature's ally V* as a 4th-level extract. When you prepare those extracts, you actually prepare a tiny, preserved specimen in a bottle (as with a caster casting the spell, you don't have to choose the creature until you use the extract). When you open the bottle, the specimen animates and grows to normal size, serving you as per the spell and otherwise being treated as a summoned creature. When the duration expires, the preserved creature decays into powder. If you have the infusion discovery, another character can use the infused specimen. The Augment Summoning feat can be applied to these specimens.

Crippling Strike (Ex) You can sneak attack opponents with such precision that your blows weaken and hamper them. An opponent damaged by one of your sneak attacks also takes 2 points of Strength damage. You cannot use this in conjunction with bleeding attack.

Cruel Anatomist You may use your Knowledge (nature) skill bonus in place of your Heal skill bonus.

Extracts (Su) You may create and use extracts, essentially spells in the form a drinkable liquid. For the most part, extracts follow the rules of both potions and spells.

Feral mutagen Whenever you imbibe a mutagen, you gain two claw attacks and a bite attack. These are primary attacks and are made using your full base attack bonus. The claw attacks deal 1d6 points of damage and the bite attack deals 1d8 points of damage. While the mutagen is in effect, you gain a +2 competence bonus on Intimidate skill checks.

Fragile (Ex) When you fail a Fortitude save, you are staggered for 1 round.

Heart of the Wilderness You gain a bonus equal to half your character level on Survival checks. You also gain a +5 bonus on Constitution checks to stabilize when dying and add half your character level to your Constitution score when determining the negative hit point total necessary to kill you.

Lingering Spirit (Ex) You treat your Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills you. Reducing you to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes you unconscious and comatose, but you are only killed after taking an additional 5 points of Constitution damage, drain, or penalty.

Misshapen (Ex) You cannot wear armor (including magical armor) fashioned for humanoid creatures. Armor made to fit you costs twice as much.

Mutagen (Su) You may brew a dose of mutagen in 1 hour, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in your possession becomes inert until you pick it up again. When you brew a mutagen, you select one physical ability score—Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, you take a –2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 18 Fortitude save or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the

effects of the “stolen” mutagen immediately cease.) The effects of a mutagen do not stack. Whenever you drink a mutagen, the effects of any previous mutagen immediately end.

Ongoing Extracts/Mutagens/Spell Effects The above statistics assume that a number of ongoing extracts are currently active as follows: *barkskin*, *darkvision*, *false life*, *heroism*. Your *greater hat of disguise* also grants you +2 size bonus to Strength as well as low-light vision for appearing as a half-elf. The stat adjustments for these extracts and spell effects are included where appropriate. Additionally, the physical aspects of a strength-based mutagen are included above for ease of reference in combat.

Poisons drow poison—injury, Fort DC 13 (1 save), frequency of 1/minute for 2 minutes, unconsciousness 1 min./2d4 hours.

Rage (Ex) You can rage for 24 rounds per day. Entering a rage is a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Sealed Mind (Ex): You are immune to mind-affecting effects.

Sneak Attack If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals extra damage (as shown above) any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sticky Poison Any poison you create is sticky—when you apply it to a weapon, the weapon remains poisoned for a number of strikes equal to your Intelligence modifier.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat and you add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Torturer’s Eye You add *deathwatch* to your formula book as a 1st-level extract.

Torturous Transformation You add *anthropomorphic animal* to your formula book as a 2nd-level extract.

When you use this extract, you inject it into an animal as part of a 2-hour surgical procedure. By using multiple doses of this extract as part of the surgery, you multiply the duration by the number of extracts used. Additionally, you add *awaken* and *baleful polymorph* to your formula book as 3rd-level extracts. When you use the *awaken* or *baleful polymorph* extract, you inject it into the target (not a plant) as part of a 24-hour surgical procedure. You can make *anthropomorphic animal* permanent on a creature by spending 7,500gp.

Useless Arm (Ex) One of your natural arms is malformed and useless.

Vestigial Arm (Ex) You possess a third arm on your torso. The arm is fully under your control and cannot be concealed except with magic or bulky clothing. The arm does not give you any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of your attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as your original arms (for example,

allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own “hand” and “ring” magic item slots (though you can still only wear two rings and two hand magic items at a time).

Wings (Ex) You possess insect-like functional wings, allowing you to fly as the *fly* spell for a number of minutes per day equal to your caster level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.