

# A Pathfinder Christmas Carol

A 2nd-level adventure for 2 PCs.

by Steve Johnson

inspired by Charles Dickens

## Introduction

This Pathfinder adventure for two 2<sup>nd</sup> level players is a retelling of the classic Christmas story A Christmas Carol by Charles Dickens. Because the holiday season often inadvertently interrupts regular gaming session attendance, this adventure was specifically designed so that those that were still available could still play and it would not impact the regular campaign. There are also hooks noted (Hook Alert!) throughout the adventure that could be used to extend the plot, if GMs should choose. More details for the hooks are at the end of the adventure. GMs can easily adapt the NPCs for higher level players or if more players show up. The adventure does have a lot of 'box text' that tells the story, and uses the playtest advanced classes for NPCs but don't let it bog you down. In short, GMs please feel free adjust the adventure to the needs of your players - and have some hot chocolate for me!

## Prologue

Read the following:

You have been in town for a few days and you have been observing what the locals call Christmas. The holiday consists of giving presents, celebrations and hospitality, among other things. It is strangely familiar to you on a cosmic level, yet different from any winter festival of which you are accustomed.

As you make your way in the snow towards the tavern to partake in the Christmas Eve festivities, you notice a peculiar sight at a large house on the edge of town. Through a second story window you see a glowing translucent figure waving its arms wrapped in chains and

the muffled sounds of someone whimpering. As the glowing figure slowly dissipates, an old man shuffles to the window and sees you. He quickly disappears back into the darkness and a short time later he appears in the doorway of that same house holding a lantern.

“Lo!” the old man yelled across the courtyard, visibly shaking and looking around. “I need your help. Come, let us go inside and chat. I may have a job for you.”



If the PCs go inside, read the following:

The old man continues nervously, “A ghost of a long dead acquaintance of mine, a certain Jacob Marley, appeared in my bed chamber this evening and threatened me, telling me that three spirits will visit me. I am an important man and I do not wish to perish this night. I wish to hire you two as my bodyguards and of course, I will pay you both handsomely.”

The old man offers 300 gold pieces to each of the PCs in the morning if they protect him. If the PCs decide to haggle with him, he will go

up to 400 gold pieces each but he will only be able to give them a total of 50 gold pieces until the morning when he can get it from his office.

If the PCs inquire about whom the old man is:

“My name is Ebenezer Scrooge, but you can address me as Mr. Scrooge. I am a businessman in this wretched town and if I didn't own half of this place I would have left here long ago! And now I have to contend with this, this Christmas every year! Bah, humbug!”

Present Scrooge as a dour old man who values money more than anything. He should insist that he be called 'Mr. Scrooge' and nothing else. As the adventure progresses his demeanor should become more personable and apologetic.

## Act 1 – Ghost of Christmas Past

Read the following:

As the hours pass Mr. Scrooge decides to go back to bed as you stand guard just outside his bed chambers on the second floor. As the clock strikes the hour you both hear a stirring inside the chamber. Suddenly Scrooge bursts out from inside the door.

“Who are you?” Scrooge screams, pointing inside the bed chamber. “Help me!”

As Scrooge backs up, a lone glowing woman strides forth from the chambers, eyeing you suspiciously as she passes.

“Ebenezer Scrooge, I am the ghost of Christmas Past,” says the woman in an ethereal voice. “Let us begin our journey.”

The woman suddenly whips her cloak around and quite plainly appears as a little girl, bearing some resemblance to Scrooge.

“Fan?” Scrooge mutters. “My dear sister, Fan. She always tried to cheer me so. Alas, she died in childbirth. But now I have such a wonderful nephew.”

With a nod the young girl whips her cloak once again, spinning around until there stands a great sized man with a powdered wig upon his head, well dressed in a suit and jovial, nonetheless.

“Why, it's Mr. Fezziwig – and alive! I apprenticed under him for years! He always had such grand Christmas parties for his employees and all of his friends! Oh, the dancing and the singing! Such great times! And it was just a bit of his money he used to make those times so -” Scrooge trails off, looking down at the floor.



Mr. Fezziwig smiles graciously and leads Scrooge down the staircase and to the foyer before he whips his cloak about again and in his stead stands a beautiful young woman, teary eyed.

“Belle! My beautiful Belle!” Scrooge exclaims, and then sighs heavily. “Why must you show me these things, Spirit? She left me. I made her wait too long to marry and she left me, all because of my pursuit of fortune and coin. I alone... and her married, happy now, with children. Oh, Spirit! Why do you torment me so?”

(If PCs make a DC 16 Spellcraft check they would identify ‘disguise self’ being used liberally by the ‘ghost’. Succeeding on a DC 15 Perception check hints that there is something not quite right with this entire situation.)

“Oh, your torment has only started, Scrooge!” Belle answers, suddenly drawing a rapier and grabbing the old man. “You old fool. All the research was worth it! You will come with us and empty out your coffers.”

The woman shakes out her hair and her countenance turns from a young woman to that of a grizzled, bearded man. Behind them the door is kicked open by a thug with a shortbow and a grey cloak.

“Aiiiii! Save me!” Scrooge yelps.

## ROLL INITIATIVE!

Scene: Large room (16 x 16) with dual staircases (2 squares wide and 6 squares long each) on each side of the room leading to a landing (6 x 2, 10 feet up) at the top of the staircase. There is a door and two windows opposite the staircases.

Placement: PCs are at the top of the stairs on the landing, Scrooge and the ghost are in the middle of the room, thug is at the door. If you have more than two PCs, add thugs as you see fit, placing them inside the doors and windows.

Tactics: The ghost will try to drag Scrooge out through the door while the thug covers their escape with his shortbow. After the second round of combat, Scrooge will break free and run 20’ per round up one of the staircases. The ‘ghost’ and thug will chase after Scrooge.

If the PCs lose, Scrooge is taken and his office is cleaned out of coin, furniture, everything. He is never heard from again. The PCs are assumed to have been in on the kidnapping and taken to the castle dungeon (Hook Alert!).

If the PCs win, read the following:

Once the fighting subsided, you look down at the defeated ‘ghost’ and notice he has changed once again, this time into a gray-furred fox-like humanoid with two tails – a kitsune! The Watch arrives and tells you these thugs are part of a small band of woodland thieves new to the area called the Grey Foxes. Apparently they have been searching for ways of financing their expanding operations and decided that old Scrooge was to be an easy mark. Too bad they ran into you.

## Act 2 -Ghost of Christmas Present

Read the following:

After an hour or so the Watch leaves and the clock strikes the hour, Scrooge says, “Looks like there will be no more ghosts for me. You both did very well this evening. Come back in the morning for your payment. But first walk me to my bed chamber, I still feel weak from all the excitement.”

You walk Scrooge back up to his chambers and as he opens the door he says, “Thank you, you may let yourself –“ Scrooge stops short and blinks. Inside his bed chamber was a sight to behold! The walls and ceiling were hung with an abundance of greenery, so much that it looked a perfect grove. Leaves of holly,

mistletoe, and ivy reflected back the light and such a mighty blaze went roaring up the chimney. Heaped upon the floor forming a kind of throne, were all sorts of delicacies - turkeys, geese, poultry, great joints of meat, suckling pigs, links of sausages, mince-pies, plum-puddings, chestnuts, red and green apples, oranges, and steaming bowls of punch. Resting upon this couch sat an impressive giant, who bore a brightly glowing torch, and held it up, to shed its light on Scrooge, as he stood in the doorway. His bright green robe, trimmed with white fur, reflected both the light from the torch and the blazing fireplace and a holly wreath sat upon his massive head.

“Come in, come in!” said the giant with a broad smile.

“What? Who are you?” Scrooge stammered as he shuffled inside.



“Why, I am the Ghost of Christmas Present!

Who else would I be?” the spirit chuckled jovially.

“But, but – weren’t the ghosts those thieves?” Scrooge looked back at you confused.

“Thieves? What is this you babble about?” the ghost said, just as confused. “No matter! Come Scrooge, we have much to see this evening! Grab my robe and we shall be off!”

Absentmindedly, Scrooge grabs onto the giant’s robe. The two disappear and so does the fantastic scene, revealing only the old worn wooden furniture of Scrooge’s bed chamber.

## THE CHASE!

The ghost whisks Scrooge out of the bedroom through the air to an unknown destination and the PCs must find them to make sure that Scrooge is protected (and to make sure they get paid!). There are more members of the Grey Foxes skulking about the shadowed alleyways. Use the chase cards at the end of the adventure and the rules for chases from the Game Mastery Guide with the following differences. Scrooge and the ghost start 2 cards out ahead while 2 thugs (use thug stats from Act 1) start 1 card ahead. The PCs must beat the Grey Foxes to the end, either by slaying them or outpacing them. Scrooge and the ghost move at a steady 1 card per round since they are flying and avoiding the obstacles. If the PCs fail to beat the Grey Foxes, a patrol from the Watch scares the thugs away and the PCs will be tired, possessing the fatigued condition in the final encounter.

Whether or not they fail, the PCs finally find Scrooge and the ghost outside of a small hovel.

Read the following:

You finally catch up with Scrooge and the ghost looking in the window of a small simple cottage. You see a family preparing to eat their Christmas feast of a goose and potatoes. One child sticks out among the group – a boy with a wooden crutch.

After staring silently into the window, Scrooge broke the silence, “Spirit, tell me if Tiny Tim will live.”

The ghost replied, “I see a vacant seat, in the poor chimney-corner, and a crutch without an owner, carefully preserved. If these shadows remain unaltered by the future, the child will die.”

“No, Spirit. Tell me it isn’t so!” Scrooge pleaded, then hanging his head low. “Poor Cratchit.”

The family raised their glasses for a toast with the father, Bob Cratchit, toasting, “Merry Christmas to us all. God bless us.”

“God bless us, every one,” little Tiny Tim said meekly.

“And to Mr. Scrooge, the founder of the feast,” Cratchit offered.

“The founder of the feast indeed! I wish he was here right now. I’d give him a piece of my mind to feast on, and I hope he’d have a good appetite for it!” exclaimed Mrs. Cratchit.

“My dear, the children - Christmas Day,” Cratchit warned solemnly.

“It should be Christmas Day, I am sure, on which one drinks the health of such an odious, stinging, hard, unfeeling man as Mr. Scrooge. You know he is, Robert. Nobody knows it better than you do, poor fellow,” Mrs. Cratchit said.

“My dear - Christmas Day,” Cratchit said.

“I’ll drink his health for your sake and the Day’s, but not for his. Long life to him. A Merry Christmas and a Happy New Year. He’ll be very merry and very happy, I have no doubt,” Mrs. Cratchit said sarcastically.

Scrooge turned and started walking down the street towards the old graveyard, with the spirit beside him.

“I see. Even in the toughest of times and through sickness they celebrate the season. And yet they mock me and feel sorry for me as I refuse to,” Scrooge ponders. “Spirit, take me home.”

“I wish that I could, but my time here in this world has come to an end,” the ghost said as the town clock chimed. The ghost had faded from view by the last chime.

“My fellows, please take me ho –“ Scrooge stopped abruptly, looking past you both.

### **Act 3 - Ghost of Christmas Yet to Come**

Read the following:

Standing in the graveyard was a shadowy cloaked humanoid. No features were visible except for one outstretched bony hand. It was as if the night itself had wrapped itself in a cloak.

“The Ghost of Christmas Yet to Come,” Scrooge muttered, wide-eyed as he shuffled towards the graveyard.

“Spirit, it is you I fear the most. You are to show me the things I do not want to see,” Scrooge said.

The ghost said nothing.

“I know what must be done, let us be done with it. Lead on, Spirit,” Scrooge resigned.

The ghost said nothing but opened his cloak wide. Materializing within the cloak was a scene of the town, somewhat familiar but different. The scene zoomed in on a conversation between a group of businessmen.

“He died?” asked one man.

“Aye, and it took forever, did it not?” another asked.

“I wonder what they did with his money?” another asked greedily.

“Who is going to his funeral?” the first asked.

“I will only go if they serve lunch. Otherwise I needn’t go,” the second laughed as the others began to laugh with him.

Suddenly the scene zoomed away to another location in the town, a sort of rundown basement hovel. Inside was a shifty looking fellow welcoming several others bearing wrapped parcels.

“I have these to sell; boots, a sugar spoon, some garments, and linens,” one woman presented.

“And I have these bed curtains, rings and all!” another woman exclaimed.

“All from his house? Very bold, indeed!” the shifty looking fellow said, drawing on his pipe.

“Aye, he won’t need it in the grave,” the first woman noted.

The shifty eyed man produced several coins from a bag and gave them to the women as the scene from within the cloak shifted once

again to that of a bed chamber. On the bed was a sheet draped over a body, cold and unmoving. Scrooge seemed quite uncomfortable and tried to reach out to pull back the sheet, but thought better of it. The scene quickly shifted again, this time to the Cratchit home. Quiet and calm, the home did not seem to be the same. Something, or someone, was missing. Scrooge gasped when he noticed a wooden crutch propped against the wall.

“No, Spirit, not Tiny Tim,” Scrooge was overcome, his eyes welling with tears. “I cannot bear any more. This wretched creature that these people speak of, who is it?”

Silence.



“Who, pray tell me, Spirit,” Scrooge begged. The ghost closed his cloak and pointed a bony finger towards an adjacent gravestone, partially covered with vines. Scrooge leaned over and traced the letters with his fingers.

“EBENEZER SCROOOOOGE!” a voice boomed.

“No, Spirit. Oh no, no. Spirit, hear me. I am not the man I was. I will not be the man I must have been before. Why show me this, if I am past all hope. Good Spirit, your nature intercedes for me, and pities me. Assure me that I yet may change these shadows you have shown me, changing my life. I will honor Christmas in my heart, and try to keep it all the year. I will live in the Past, the Present, and the Future. The Spirits of all Three shall strive within me. I will not shut out the lessons that they teach. Oh, tell me I may sponge away the writing on this stone,” Scrooge begged and pleaded as he backed away from the ghost.

The dark form of the ghost paused for a moment and seemed to be looking through Scrooge and seemingly into his soul. The ghost slowly shook its head and opened its cloak once again, drawing a scimitar made of bone. The creature lets out a high-pitched shriek of imminent death as it lurches forward towards Scrooge. Scrooge braces himself and clings desperately to a nearby gravestone.

## ROLL INITIATIVE!

Scene: Graveyard (20 x 20) with rows of tombstone providing difficult terrain for every other square.

Placement: The ghost is in the middle of the graveyard with Scrooge 10' away from it. The PCs start 10' from Scrooge. There is also a fountain located 40' from the ghost that dribbles holy water. Drinking the holy water as a standard will act as a potion of cure light wounds. There is only enough water for one drink.

Tactics: The ghost will rage and charge into the thick of combat, using scimitar and claw attacks on anything it can reach, especially on

arcane or divine spellcasters. If the ghost encounters tough melee combatants, it will cast ray of enfeeblement to decrease their effectiveness. Make the PCs feel as if their life force is being sucked out of their bodies. If up against more stealthy PCs, it will sink into the shadows by casting vanish and keeping the PCs guessing where the attack will come from next. If the ghost strikes Scrooge twice consecutively, Scrooge succumbs to death as shadowy hands grasp and pull him screaming into the earth. Anytime the PCs are adjacent to Scrooge, they can grab him and slide him 10' as a minor action, essentially throwing him around.

If Scrooge is pulled into the earth, the PCs have lost. If the PCs perish, Scrooge and the PCs are consumed by the graveyard. What happens then? (Hook Alert!)

If the PCs win and keep Scrooge from being devoured, read the following:

As you deal the last mighty strike on the ghost, bands of darkness unravel into the night air and bones fall loosely to the ground. Scrooge lays unconscious before you, exhausted. You scoop him up and carry him back to his home and bed chamber. You decide to go to the tavern and wait until the morning to come back for your payment.

## Epilogue

Provided the PCs save Scrooge, read the following:

As you are finishing your morning meal and preparing to head back to Scrooge's house, a local bursts through the door of the tavern.

“He's gone crazy I tell you! He's giving away pouches full of gold pieces!” he exclaimed. The whole tavern stood up at once and headed

for the windows to see what all the commotion was about.

Passing rather quickly by, clad in his coat and hat was old Ebenezer Scrooge, trailed by a young boy struggling to carry a huge turkey.

“Let us hurry, my good man! We must make it to the Cratchit’s as soon as possible! Boy, will they be surprised!” Scrooge smiled, rubbing his hands together. He then suddenly stopped and looked at you.

“You two...” Scrooge pointed at you, confused. “You look very familiar to me, but I am not sure where I know you from – like in the dream I had last night. It seemed so real. Oh, no time to worry about it now! I am on a mission! Here! Catch! Merry Christmas!”

He tosses each of you a small pouch that clinks with the sound of gold coins as you catch it. Scrooge hurries off down the street telling each and every person he passes, “Merry Christmas!”

### Rewards:

Each PC receives a pouch containing 275 gold pieces. If they negotiated with Scrooge in the Prologue, they should have 100 more gold pieces to split.

Experience points should be awarded below only if they completed the encounter:

600 Act 1 – Ghost of Christmas Past

400 Act 2 – Ghost of Christmas Present (skill challenge)

1200 Act 3 – Ghost of Christmas Yet to Come

2200 XP maximum to be split among the PCs.

## Hook Alert!

Here are some adventure hooks that could turn this adventure into the beginning of a campaign, or incorporated into an existing one:

From Encounter 1 – The Grey Foxes:

Do the thieves just fade away into obscurity? Do they plot their revenge on the PCs? Have they infiltrated the Watch or town leadership? Do they hatch a different plot that the PCs stumble upon?

From Encounter 2 – The Holly Wreath:

What if the Ghost of Christmas Present’s holly wreath fell off as he disappeared? What powers could this item have? Does another being find out about the wreath and want it for themselves? Do the PCs decide to go about finding how to return the wreath back to the spirit, which in turn leads them to a far-off land, or even another plane?

From Encounter 3 – The Shadow of Death:

Perhaps Scrooge has lived longer than he should have by buying potions and brews to keep him alive much longer than his peers. Since his passing is overdue, maybe Death still wants him or does she try to recruit them to finish the job that they hindered? Does she now want the PCs instead?

## Credits

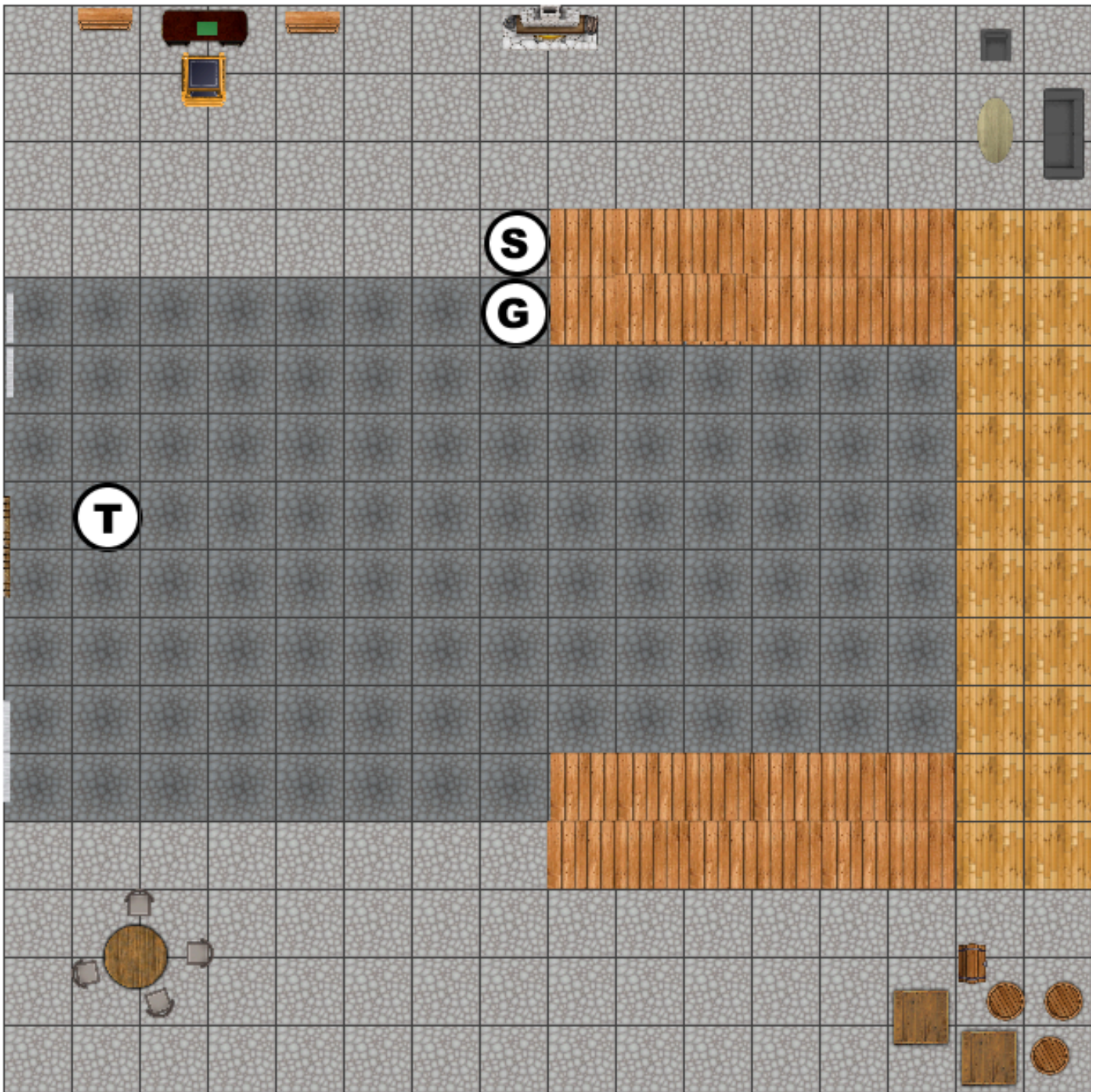
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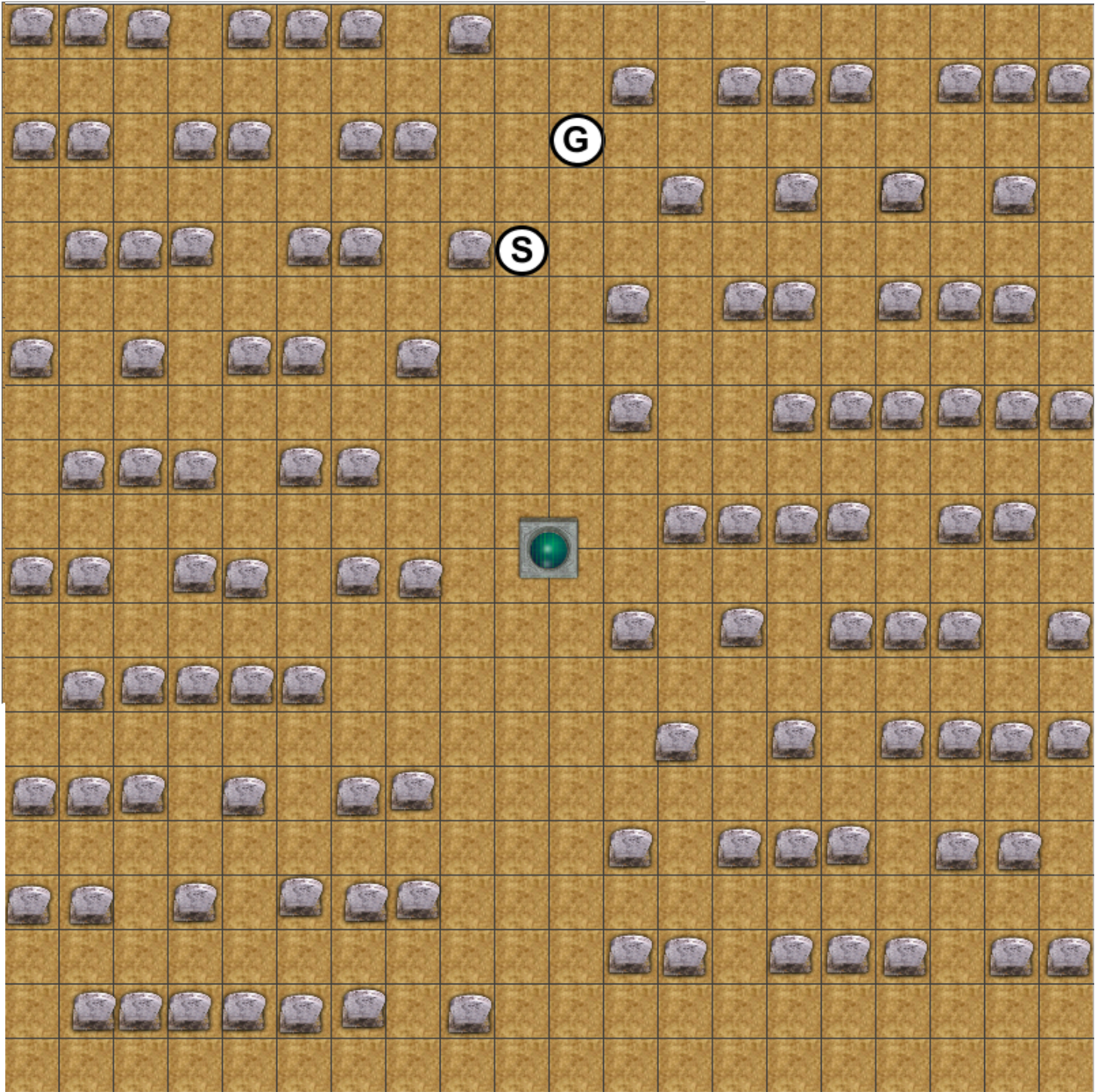
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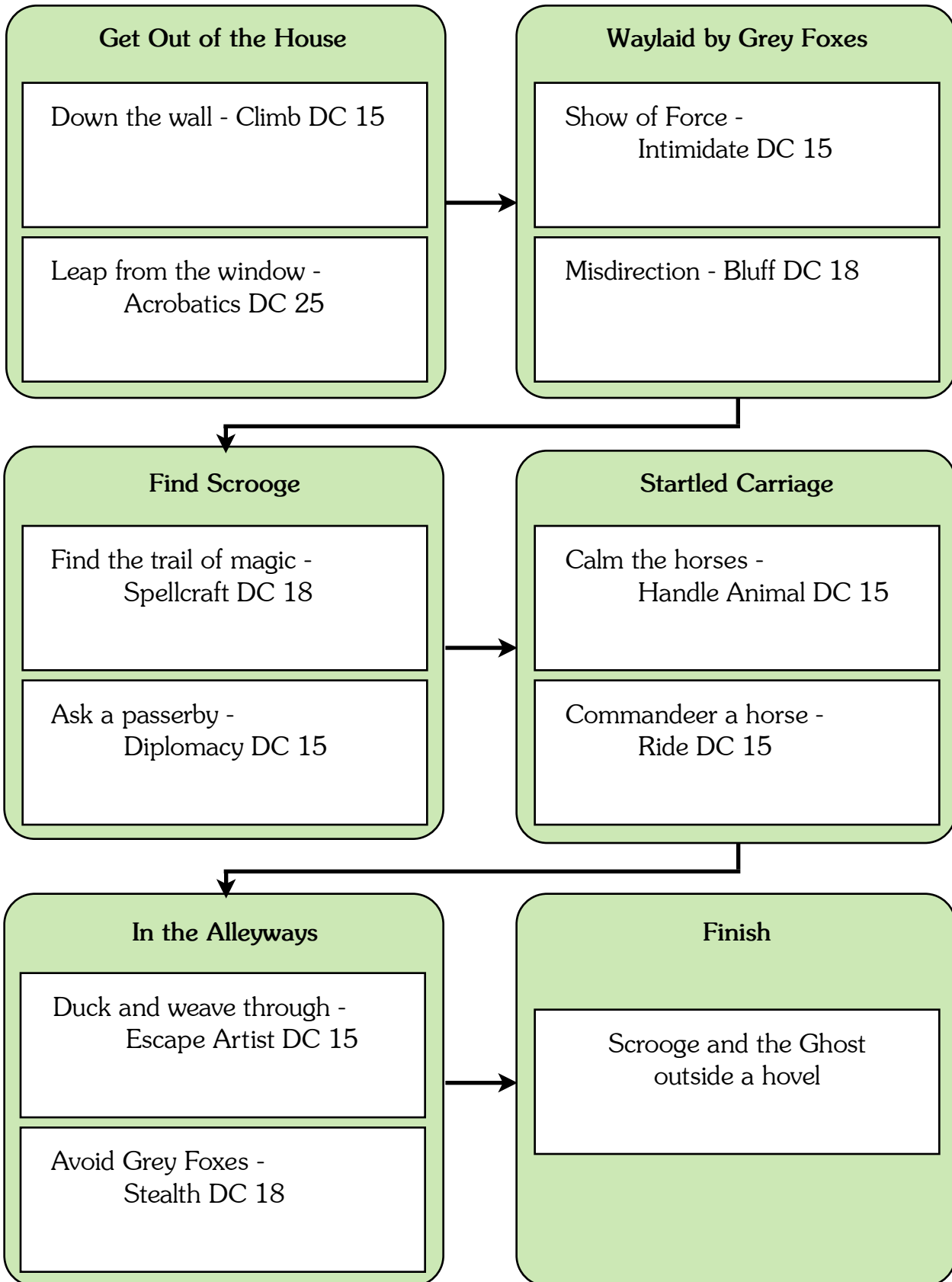








# The Chase



Christmas Past Thugs CR 1/2  
XP 200

Male Human (Gutter Rat) Slayer 1  
Medium humanoid (human)  
Init +2; Senses Perception -1

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Defense

-----  
AC 15, touch 12, flat-footed 13 (+3 armor, +2  
Dex)  
hp 11 (1d10+1)  
Fort +2, Ref +5, Will -1

-----  
Offense

-----  
Speed 30 ft.  
Melee shortsword +2 (1d6+1/19-20/ 2)  
Ranged shortbow +3 (1d6/ 3)  
Special Attacks favored target

-----  
Statistics

-----  
Str 12, Dex 15, Con 11, Int 10, Wis 9, Cha 8  
Base Atk +1; CMB +2; CMD 14  
Feats Point-Blank Shot  
Skills Acrobatics +5, Climb +4, Stealth +7,  
Survival +3 (+7 in urban and underground  
settings, +4 to track); Racial Modifiers +2  
Stealth  
Languages Common  
SQ gutter rat, heart of the slums, heart of the  
streets, mixed heritage, track  
Other Gear Studded leather armor, Shortbow,  
Shortsword

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Special Abilities

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Favored Target (+1, 1 at a time, Move) (Ex)  
Study foe as a Move action, gain +1 to att/  
dam & some skills vs. them.  
Gutter Rat Often second-class citizens living in  
sprawling ghettos and slums, these humans  
work hard to eke out an existence in a city.  
Replace the skilled racial trait with heart of the  
slums and the bonus feat racial trait with mixed  
heritage (heart of the st

Heart of the Slums +4 Survival in  
underground/urban environments. Save twice  
vs. disease, and take the better roll.

Heart of the Streets +1 AC while adjacent to at  
least two allies. Crowds do not count as  
difficult terrain.

Mixed Heritage Often human civilization is  
defined by more than one characteristic. A  
human with this trait may select a second  
Heart of the Streets racial trait. This replaces the  
bonus feat racial trait.

Point-Blank Shot +1 to attack and damage  
rolls with ranged weapons at up to 30 feet.  
Track +1 Add the listed bonus to survival  
checks made to track.

Christmas Past CR 2

XP 600

Kitsune Swashbuckler 3

CN Medium humanoid (kitsune, shapechanger)

Init +5; Senses low-light vision; Perception +3

-----  
Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +3

Dex, +1 dodge)

hp 25 (3d10+3)

Fort +2, Ref +6, Will +0 (+1 vs. fear)

Defensive Abilities bravery +1

-----  
Offense

Speed 30 ft.

Melee bite -2 (1d4/ 2) and

masterwork cold iron rapier +7 (1d6/18-20/  
2+3 Precise Strike)

Special Attacks deed: menacing swordplay,

deed: opportune parry, deed: precise strike,

deed: riposte, panache

Spell-Like Abilities

2/day *disguise self*

-----  
Statistics

Str 11, Dex 17, Con 12, Int 10, Wis 8, Cha  
16

Base Atk +3; CMB +3; CMD 17 (17 vs.  
disarm, 17 vs. steal, 17 vs. sunder)

Feats Magical Tail, Realistic Likeness

Skills Acrobatics +8, Bluff +9, Diplomacy +9,

Escape Artist +6, Intimidate +9, Perception

+3, Sleight of Hand +6; Racial Modifiers deed:  
derring-do

Languages Common, Sylvan

SQ change shape, deed: recovery, deed:

swashbuckler initiative, fast shifter, gregarious,  
swashbuckler finesse

Combat Gear Potion of cure light wounds;

Other Gear Masterwork Chain shirt,

Masterwork Cold Iron Rapier

-----  
Special Abilities

Bravery +1 (Ex) +1 to Will save vs. Fear

Change Shape (Su) Assume a single human  
form.

Deed: Derring-Do (Ex) Spend 1 panache to  
add 1d6 when making Escape Artist, Fly, Ride,  
or Swim check.

Deed: Menacing Swordplay (Ex) While have 1  
panache, demoralize struck opponent as swift  
action.

Deed: Opportune Parry (Ex) Spend 1 panache  
and 1 AoO to attempt to parry a melee attack.

Deed: Precise Strike +3 (Ex) While have 1  
panache, bonus to ak/dmg w/ light/one-hand  
piercing weaps.

Deed: Recovery (Ex) When attacked, spend 1  
panache to step 5 ft. and gain +2 AC vs  
attack.

Deed: Riposte (Ex) When parrying, spend 1  
panache and AoO to attack your attacker.

Deed: Swashbuckler Initiative (Ex) While have  
Panache, can use a free hand to draw a light or  
one-handed piercing weapon as part of the  
initiative check.

Fast Shifter (Su) Using your racial change  
shape ability is a move action instead of a  
standard action

Gregarious (Ex) Successful Diplomacy check  
causes target to take a  $\frac{1}{2}$  penalty vs further  
CHA skills for 24 hr.

Low-Light Vision See twice as far as a human  
in low light, distinguishing color and detail.

Panache (Ex) Gain a pool of points that are  
spent to fuel deeds, regained on light/piercing  
crit/killing blow.

Realistic Likeness Change shape can mimic  
individuals you've met, gain a +10 bonus to  
Disguise to impersonate.

Swashbuckler Finesse At 2nd level, a  
swashbuckler gains the benefits of the Weapon  
Finesse feat with light or one-handed piercing  
melee weapons, as well as gains a +4 bonus to  
her CMD on disarm, steal, and sunder  
attempts made against these weapons.

Ghost Christmas Future CR 4

XP 1200

Shadow Demon-Spawn Tiefling Bloodrager 4

NE Medium outsider (native)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +3

-----  
Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 32 (4d10+4)

Fort +5, Ref +3, Will +1

Defensive Abilities shadow blend, uncanny dodge; Resist cold 5, electricity 5, fire 5, death's gift; SR 10

-----  
Offense

Speed 30 ft.

Melee 2 claws +3 (1d4+2/ 2) and masterwork bone scimitar +9 (1d6+2/18-20/ 2)

Special Attacks bloodrage

Bloodrager Spells Known (CL 1st; concentration +4):

1st (2/day)óvanish, ray of enfeeblement (DC 14)

-----  
Statistics

Str 18, Dex 13, Con 10, Int 10, Wis 8, Cha 16

Base Atk +4; CMB +8; CMD 19

Feats Eschew Materials, Intimidating Prowess, Power Attack

Skills Acrobatics +5, Climb +6, Intimidate +14, Perception +3, Spellcraft +5, Survival +3, Swim +6

Languages Abyssal, Common

SQ blood casting, bloodlines (undead), fast movement, fiendish sprinter, frightful charger

Other Gear Masterwork Lamellar (horn) armor, Masterwork Bone Scimitar, Cloak of resistance +1

-----  
Special Abilities

Blood Casting (Su) Cast bloodrager spells while in bloodrage.

Bloodrage (10 rounds/day) (Su) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged. Damage Resistance, Cold (5) You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Electricity (5) You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (5) You have the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Death's Gift (Su) You gain cold resistance 5 and DR 5/lethal when raging.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fiendish Sprinter 10-ft speed bonus when using charge, run or withdraw.

Frightful Charger (2 rounds) Targets hit by your charge attacks are shaken.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Shadow Blend (Su) When not in bright light, gain concealment.

Spell Resistance (10) You have Spell Resistance.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

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