

Woodsworth Moure

Player: Floh

Male aasimar shaman (serendipity shaman) 7,
Pathfinder Society faction - CR 6

Neutral Good Outsider (Native); Deity: **Abadar**; Age: **26**;
Height: **5' 10"**; Weight: **155 lb.**; Eyes: **Blue**; Hair: **White**;
Skin: **Pure**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13/15	+1/+2	
WIS WISDOM	18	+4	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			

Filter scarf: +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

REFLEX (DEXTERITY)	+2	=	+2				
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Sentimental: -2 to avoid traps or hazards, **Filter scarf:** +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

WILL (WISDOM)	+9	=	+5	+4			
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Filter scarf: +1 resistance bonus vs. inhaled poisons and other airborne effects that require breathing.

Energy Resistance, Acid (5)	Energy Resistance, Electricity (5)
Energy Resistance, Cold (5)	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+5				+1		

Touch AC	10	Flat-Footed AC	16		
		BAB	Strength	Size	Misc

CM Bonus	+3	=	+5	-2	-	-
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CM Defense	13	=	10	BAB	Strength	Dexterity	Size
				+5	-2	+0	-

Base Attack	+5	HP	45
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Initiative	+6	Damage / Current HP
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Speed	30 ft
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Tuning Spear

Both hands: **+3, 1d8-2**

Crit: **x3**
2-hand, P, Brace,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (0)	-	
Appraise	+2	INT (2)	-	
Bluff	+4	CHA (4)	-	
Climb	-3	STR (-2)	-	
Craft (blacksmith)	+6	INT (2)	1	
Craft (stonemasonry)	+2	INT (2)	-	
Diplomacy	+11	CHA (4)	2	
Disguise	+4	CHA (4)	-	
Escape Artist	-1	DEX (0)	-	
Fly	+12	DEX (0)	7	
Handle Animal	+8	CHA (4)	1	
Heal	+12	WIS (4)	3	
Healer's satchel: +2 additional circumstance bonus to treat poison, Healer's satchel: +2 additional circumstance bonus to provide first aid				
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+3	INT (2)	1	
Knowledge (local)	+3	INT (2)	1	
Knowledge (nature)	+7	INT (2)	2	
Knowledge (planes)	+12	INT (2)	7	
Knowledge (religion)	+9	INT (2)	4	
Linguistics	+3	INT (2)	1	
Perception	+19	WIS (4)	7	
Sentimental: -2 to avoid being surprised				
Profession (sailor)	+8	WIS (4)	1	
Profession (tanner)	+8	WIS (4)	1	
Ride	-1	DEX (0)	-	
Sense Motive	+7	WIS (4)	1	
Spellcraft	+6	INT (2)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Stealth	-1	DEX (0)	-	
Survival	+9	WIS (4)	2	
Swim	+1	STR (-2)	-	
Use Magic Device	+5	CHA (4)	1	

Activated Abilities & Adjustments

Familiar Bonus: +4 to initiative checks: Within Arms Reach
Fly: +6

Feats

Alertness
Armor Proficiency (Light)
Armor Proficiency (Medium)
Defiant Luck (1/day)
Extra Hex (Shaman [Serendipity Shaman])
Extra Hex (Shaman [Serendipity Shaman])
Extra Hex (Shaman [Serendipity Shaman])
Selective Channeling
Simple Weapon Proficiency - All

Traits

Exalted of the Society
Eyes and Ears of the City
Reactionary

Drawbacks

Sentimental

+1 chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

**Total Weight Carried: 54.7/240 lbs, Light Load
(Light: 78 lbs, Medium: 159 lbs, Heavy: 240 lbs)**

+1 chain shirt	25 lbs
Amulet of natural armor +1	-
Backpack, masterwork (1 @ 6 lbs)	4 lbs
Belt pouch (empty)	0.5 lbs
Candle x10 <In: Dropped to ground (19 @ 48.04 lbs)>	-
Chewing stick	-
Comb <In: Dropped to ground (19 @ 48.04 lbs)>	0.2 lbs
Deathwatch eyes	-
Familiar satchel <In: Backpack, masterwork (1 @ 6	6 lbs
Filter scarf	-
Flint and steel <In: Dropped to ground (19 @ 48.04 lbs)>	-
Hairbrush	0.3 lbs
Headband of vast intelligence +2 (Knowledge [planes])	1 lb
Healer's kit	1 lb
Healer's satchel (empty, 10/day)	1 lb
Heavyload belt	3 lbs
Holy symbol, wooden (?????)	-
Mess kit	1 lb
Mirror <In: Dropped to ground (19 @ 48.04 lbs)>	0.5 lbs
Money <In: Dropped to ground (19 @ 48.04 lbs)>	40.24 lbs
Nail file	0.1 lbs

Experience & Wealth

Experience Points: **76966/77,000**
Current Cash: **2,009 gp, 2 sp, 1 cp**
Pathfinder Society: **Fame: 0, PP: 0**

Gear

**Total Weight Carried: 54.7/240 lbs, Light Load
(Light: 78 lbs, Medium: 159 lbs, Heavy: 240 lbs)**

Pot <In: Dropped to ground (19 @ 48.04 lbs)>	4 lbs
Scissors	0.3 lbs
Scroll of cure light wounds	-
Scroll of ears of the city	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Sponge	-
Tooth Powder <In: Dropped to ground (19 @ 48.04)	0.1 lbs
Trail rations x3 <In: Dropped to ground (19 @ 48.04	1 lb
Traveler's outfit (Free)	-
Tuning Spear	9 lbs

Special Abilities

Arcane Enlightenment (Su)
Chant (Su)
Darkvision (60 feet)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +4 to initiative checks
Fly (60 feet, Good)
[N/A] Free Passage (10 Fame)
Misfortune (1 round, DC 17) (Su)
Monstrous Insight (7/day) (Su)
[N/A] Pathfinder Society Magic Item Discount (20 Fame)
[N/A] Pathfinder Society Spellcasting Discount (10 Fame)
Protective Luck (1 round) (Su)
Scion of Humanity
Shaman Channel Positive Energy 4d6 (6/day, DC 17)
Share Spells with Familiar
Speak with Animals (Ex)
Speak with Familiar (Ex)
Tweak the Odds (up to 2, 7 max/day) (Ex)

Spell-Like Abilities

Daylight (1/day)	<input type="checkbox"/>
Feather Fall (self only, At will)	
Fly (self only, 7 minutes/day)	□□□□□ □□
Levitate (self only, 1/day)	<input type="checkbox"/>

Tracked Resources

Defiant Luck (1/day)	<input type="checkbox"/>
Healer's kit	□□□□□ □□□□□
Healer's satchel (empty, 10/day)	□□□□□ □□□□□
Monstrous Insight (7/day) (Su)	□□□□□ □□
Shaman Channel Positive Energy 4d6 (6/day, DC 17) (Su)	□□□□□ □
Trail rations	□□□
Tweak the Odds (up to 2, 7 max/day) (Ex)	□□□□□ □□

Woodsworth Moure – Abilities & Gear

Alertness Feat

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Defiant Luck (1/day) Feat

You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature.

Prerequisite: Human.

Benefit: Once per day, after you roll a natural 1 on a saving throw or a critical hit is confirmed against you, you can either reroll that saving throw, or force the creature that confirmed the critical hit against you to reroll the critical confirmation roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.

Special: If you are using the optional hero point system (*Advanced Player's Guide* 322-324), you can also spend 1 hero point when a critical hit is confirmed against you to have the opponent reroll the critical hit confirmation roll.

Appears In: Advanced Race Guide

Extra Hex (Shaman [Serendipity Shaman]) Feat

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Benefit: You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In: Advanced Player's Guide, Advanced Class Guide

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Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In: Advanced Player's Guide, Advanced Class Guide

Selective Channeling Feat

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Exalted of the Society Trait

The vaults of the Grand Lodge in Absalom contain many secrets of the divine powers of the gods, and you have studied your god extensively.

Benefit: You may channel energy 1 additional time per day.

Appears In: Faction Guide, Shattered Star

Eyes and Ears of the City Trait

Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In: Legacy of Fire, Advanced Player's Guide Traits, Ultimate Campaign

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Darkvision (60 feet) Racial Ability, Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Acid (5) Unknown

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (5) Unknown

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) Unknown

You have the specified Energy Resistance against Electricity attacks.

Fly (60 feet, Good) Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Free Passage (10 Fame) Racial Ability

Gain free passage on caravans and merchant vessels that are friendly to the Pathfinder Society.

Appears In: Faction Guide

Pathfinder Society Magic Item Discount (20 Fame) Racial Ability

Purchase any magic item worth up to 10,000 gp value from a Pathfinder lodge at a 10% discount.

Appears In: Faction Guide

Pathfinder Society Spellcasting Discount (10 Fame) Racial Ability

Purchase faction spellcasting (see the Appendix) at 1 PP less than normal (minimum 1).

Appears In: Faction Guide

Scion of Humanity Unknown

Some aasimars' heavenly ancestry is extremely distant. An aasimar with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. She can pass for human without using the Disguise skill. This racial trait replaces the Celestial language and alters the native subtype.

Appears In: Advanced Race Guide

Shaman Channel Positive Energy 4d6 (6/d) Class Ability (Shaman)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Arcane Enlightenment (Su) Class Ability (Shaman)

The shaman's native intelligence grants her the ability to tap into arcane lore. The shaman can add a number of spells from the sorcerer/wizard spell list equal to her Charisma modifier (minimum 1) to the list of shaman spells she can prepare. To cast these spells she must have an Intelligence score equal to at least 10 + the spell's level, but the saving throw DCs of these spells are based on her Wisdom rather than Intelligence. When she casts these spells, they are treated as divine rather than arcane. Each time the shaman gains a level after taking this hex, she can choose to replace one of these spells for a new spell on the wizard/sorcerer spell list.

Chant (Su) Class Ability (Shaman)

A shaman can chant as a move action. Any creature that is within 30 feet that is under the effects of the shaman's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A shaman cannot select both this hex and the witch's cackle hex.

Deliver Touch Spells Through Familiar (Su) Class Ability (Shaman)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link with Familiar (Su) Class Ability (Shaman)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Familiar Bonus: +4 to initiative checks Class Ability (Shaman)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Misfortune (1 round, DC 17) (Su) Class Ability (Witch)

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Appears In: Advanced Player's Guide

Monstrous Insight (7/day) (Su) Class Ability (Shaman)

The shaman can identify creatures and gain insight into their strengths and weaknesses. As a standard action, the shaman can attempt a Knowledge skill check to identify a creature and its abilities (using the appropriate skill for the monster's type) with an insight bonus equal to her shaman level. Whether or not the check is successful, she also gains a +2 insight bonus for 1 minute on attack rolls made against that creature and a +2 insight bonus to her AC against attacks made by that creature. These bonuses last for 1 minute. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Protective Luck (1 round) (Su) Class Ability (Witch)

The witch can cause fate to twist so that it benefits a creature within 30 feet for 1 round. Whenever that creature is targeted by an effect that requires an attack roll, including weapon attacks, the attacker must roll twice and take the worse result. At 8th level and 16th level, the duration of this hex is extended by 1 round. A witch cannot use this ability on herself. Hexes that affect the fortune hex^{APG}, such as cackle^{APG}, also affect protective luck.

Appears In: Heroes of the High Court

Share Spells with Familiar Class Ability (Shaman)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Woodsworth Moure – Abilities & Gear

Speak with Animals (Ex) Class Ability (Shaman)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Speak with Familiar (Ex) Class Ability (Shaman)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Tweak the Odds (up to 2, 7 max/day) (Ex) Class Ability (Serendipity Shaman)

Whenever the serendipity shaman or one of her allies within 30 feet rolls an ability check, attack roll, saving throw, or skill check, the shaman can use this ability as an immediate action to tweak the odds in her favor, increasing the result of the die roll or check by 1. This can turn a normal hit into a critical threat, but it cannot make an attack roll an automatic hit (this bonus does not stack with effects that increase a weapon's critical threat range, such as *Improved Critical* or *keen edge*). The shaman can use this ability a number of times per day equal to her shaman level. At 4th level and every 4 shaman levels thereafter, she can spend an additional use of this ability to further increase the die result of the target's roll by an additional 1. For example, a 12th-level shaman can spend up to three uses of this ability to increase an ally's roll by 1 per use expended. This hex functions as the dual-cursed oracle revelation of the same name (*Ultimate Magic* 58), using the shaman's class level as her effective oracle level.

Appears In: Blood of the Beast

Filter scarf Gear

Made of heavy material, this scarf filters out dust, sand, smoke, and other airborne contaminants. When worn over your nose and mouth, this scarf grants you a +1 resistance bonus on saving throws against inhaled poisons and other airborne effects that require breathing.

Appears In: Ultimate Wilderness

Scroll of cure light wounds Scroll

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Scroll of ears of the city Scroll

Ears of the City

The target of this spell sees and hears a stream of past scenes and pieces of conversations related to local people and events. The flashes are so brief that it is impossible to identify individual people or places, but when the target concentrates on a particular topic or individual, she can piece together a coherent narrative told in a multitude of changing voices in her mind.

Each round for the duration of the spell, the target can attempt a Diplomacy check to gather information as though she had spent 1d4 hours talking to local people. Since the information gathering doesn't involve actual interaction with people, only observation, the target can use her Perception skill instead of her Diplomacy skill. While thus concentrating, the target is effectively blind and deaf.

Amulet of natural armor +1 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Deathwatch eyes Wondrous Item (Eyes)

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the *deathwatch* spell.

Construction

Requirements Craft Wondrous Item, *deathwatch*; **Cost** 1,000 gp

Appears In: Ultimate Equipment

Headband of vast intelligence +2 (Knowledge) Wondrous Item (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements: Craft Wondrous Item, *fox's cunning*; **Cost** 2,000 gp

Healer's satchel (empty, 10/day) Wondrous Item

This well-worn physician's bag can be slung over one shoulder or carried easily in one hand. It contains a collection of continually renewing bandages, medicines, and herbs. This acts as a healer's kit, except spent uses are renewed every day, so the wielder can expend up to 10 uses in any 24-hour period. When the wielder expends 2 uses from a *healer's satchel* to treat deadly wounds with the Heal skill, she adds her Wisdom bonus to the amount of hit points restored, and if she exceeds the DC by 5 or more, she adds 2 × her Wisdom bonus to the amount restored. The wielder also gains a +4 circumstance bonus on Heal checks when she expends uses of the *healer's satchel* to treat poisons and provide first aid (this does not stack with the normal +2 circumstance bonus granted for using a healer's kit).

Construction

Requirements Craft Wondrous Item, *cure light wounds*, *lesser restoration*, creator must have 5 ranks in Heal; **Cost** 750 gp

Appears In: Healer's Handbook

Heavyload belt Wondrous Item (Belt)

This wide leather is held together with two strands of oxen skin threaded through holes on each end. The belt's wearer is affected as though subject to a permanent *ant haul* spell (*Advanced Player's Guide*).

Construction

Requirements Craft Wondrous Item, *ant haul*; **Cost** 1,000 gp

Appears In: Ultimate Equipment

Languages

Celestial
Common

Draconic
Sylvan

Spells & Powers

Shaman (Serendipity Shaman) spells memorized (CL 7th; concentration +11)

Melee Touch +3 **Ranged Touch** +5

4th—*detect scrying, sending; freedom of movement*^S

3rd—*water walk; protection from energy*^S

2nd—; *aid*^S

1st—; *true strike*^S

0th (at will)—*create water, detect magic, light, stabilize*

Companions

Caduceus CR –

Male arctic hare (*Ultimate Wilderness* 191)

NG Tiny magical beast (animal)

Init +3; **Senses** low-light vision; Perception +11

Defense

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 22 (1d8-1); fast healing 1

Fort +1, **Ref** +5, **Will** +6

Defensive Abilities improved evasion

Offense

Speed 50 ft.

Melee bite +3 (1d3-4)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Statistics

Str 3, **Dex** 16, **Con** 9, **Int** 10, **Wis** 12, **Cha** 5

Base Atk +5; **CMB** +6; **CMD** 12 (16 vs. trip)

Feats Run

Tricks Break Out, Find Master, Flee, Get Help, Liberator, Sneak, Speak

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Craft (blacksmith) +1, Diplomacy -1, Fly +17, Handle Animal -2, Heal +4, Knowledge (arcana) +1, Knowledge (local) +1, Knowledge (nature) +2, Knowledge (planes) +7, Knowledge (religion) +4, Linguistics +1, Perception +11, Profession (sailor) +2, Sense Motive +2, Spellcraft +1, Stealth +15 (+19 in snow), Survival +3, Use Magic Device -2; **Racial Modifiers** +4 Stealth in snow

Languages speak with animal (same kind only), speak with master

SQ break out, empathic link, find master, flee, get help, liberator, sneak, speak

Sourcebooks Used

- **Advanced Class Guide** - Shaman (class)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Flight (special ability); Misfortune (special ability)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Legacy of Fire / Ultimate Campaign** - Eyes and Ears of the City (trait)
- **Advanced Race Guide** - Defiant Luck (feat); Scion of Humanity (alternate racial trait)
- **Advanced Race Guide / Advanced Races Compendium / Bestiary / Blood of Angels / Inner Sea Races** - Aasimar (race)
- **Blood of the Beast** - Serendipity Shaman (archetype); Tweak the Odds (special ability)
- **Faction Guide** - Free Passage (equipment); Pathfinder Society Magic Item Discount (equipment); Pathfinder Society Spellcasting Discount (equipment)
- **Faction Guide / Shattered Star** - Exalted of the Society (trait); Pathfinder Society (faction)
- **Healer's Handbook** - Healer's satchel (equipment)
- **Heroes of the High Court** - Protective Luck (special ability)
- **Rise of the Runelords Anniversary Edition** - Raiment of Command (spell)
- **Ultimate Campaign** - Sentimental (???)
- **Ultimate Equipment** - Deathwatch eyes (equipment); Familiar satchel (equipment); Heavyload belt (equipment); Mess kit (equipment)
- **Ultimate Intrigue** - Conjure Carriage (spell)
- **Ultimate Wilderness** - Filter scarf (equipment)

The Feast of Eglund's Best - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/12
XP Reward: 2000 XP; **Net Cash:**

- no notes -

Title - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/12
XP Reward: 3200 XP; **Net Cash:**

- no notes -

finding Sheldon Raga - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/08/10
XP Reward: 2600 XP; **Net Cash:**

- no notes -

Title - Woodsworth Moure (Prestige Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/08/24
Pathfinder Society

- no notes -

Find Zayne - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/08/24
XP Reward: 7880 XP; **Net Cash:**

- no notes -

Port Skipper and the Cave - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/02/01
XP Reward: 7540 XP; **Net Cash:**

- no notes -

Adj. for Act 2 - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/05/12
XP Reward: 28285 XP; **Net Cash:**

- no notes -

Tidings of a Contract - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/06/25
XP Reward: 1614 XP; **Net Cash:**

- no notes -

god herolab is hard to keep up to date - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/11/15
XP Reward: 15117 XP; **Net Cash:** 2000 gp

- no notes -

on slaying saints, and becoming one - Woodsworth Moure (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/01/24
XP Reward: 8730 XP; **Net Cash:**

- no notes -