

Caduceus

Male arctic hare - CL1 - CR 1/6

Neutral Good Magical Beast ((Animal)); Atheist

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	9	-1	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =	+2	-1				
REFLEX (DEXTERITY)	+5 =	+2	+3				
WILL (WISDOM)	+6 =	+5	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =			+3	+2	+3			

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
15	15				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
+5 =		+4	+3	-2	-	

CM Defense	Total	Base	Strength	Dexterity	Size
11 = 10		+4	-4	+3	-2

15 vs. Overrun; 15 vs. Trip

Base Attack	HP
+4	19

Initiative	Damage / Current HP
+3	

Speed
50 ft

Bite (Arctic Hare)

Main hand: +2, 1d3-4

Crit: x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	1	
Run: +4 to jump with a running start, Speed greater/less than 30 ft.: +8 to jump				
Appraise	+0	INT (0)	-	
Bluff	-3	CHA (-3)	-	
Climb	+3	DEX (3)	-	
Craft (blacksmith)	+1	INT (0)	(1)	
Craft (stonemasonry)	+0	INT (0)	-	
Diplomacy	-1	CHA (-3)	(2)	
Disguise	-3	CHA (-3)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+16	DEX (3)	(6)	
Handle Animal	-2	CHA (-3)	(1)	
Heal	+4	WIS (1)	(3)	
Intimidate	-3	CHA (-3)	-	
Knowledge (arcana)	+1	INT (0)	(1)	
Knowledge (local)	+1	INT (0)	(1)	
Knowledge (nature)	+2	INT (0)	(2)	
Knowledge (planes)	+1	INT (0)	(1)	
Knowledge (religion)	+2	INT (0)	(2)	
Linguistics	+1	INT (0)	(1)	
Perception	+9	WIS (1)	(5)	
Profession (sailor)	+2	WIS (1)	(1)	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+1	INT (0)	(1)	
Stealth	+15	DEX (3)	1	
arctic hare: +4 in snow				
Survival	+3	WIS (1)	(2)	
Swim	+3	DEX (3)	-	
Use Magic Device	-2	CHA (-3)	(1)	

Activated Abilities & Adjustments

Ability Score Damage: 1

Feats

Run

Animal Tricks

Break Out [Trick]
Find Master [Trick]
Flee [Trick]
Get Help [Trick]
Liberator [Trick]
Sneak [Trick]
Speak [Trick]

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Special Abilities

+4 Stealth in snow (Ex)
Deliver Touch Spells (Su)
Empathic Link (Su)
Fast Healing 1 (Ex)
Improved Evasion (Ex)
Low-Light Vision
Share Spells
Speak with Master (Ex)

Sourcebooks Used

- **Animal Archive** - Liberator (animal trick); Sneak (animal trick)
- **Animal Archive / Ultimate Wilderness** - Break Out (animal trick); Flee (animal trick); Get Help (animal trick)
- **Qadira, Jewel of the East** - Find Master (animal trick)
- **Reign of Winter / Ultimate Wilderness** - Arctic Hare (race)
- **Ultimate Wilderness** - Speak (animal trick)

Experience & Wealth

Current Cash: **You have no money!**

Caduceus – Abilities & Gear

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Feat

Break Out [Trick]

On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a person indicated by the handler. If not effective on its own, this trick can grant the target character a +4 circumstance bonus on Escape Artist checks. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key. Weight and Strength restrictions still apply, and pickpocketing a key or picking any sort of lock is still far beyond the animal's ability.

Appears In: Animal Archive, Ultimate Wilderness

Find Master [Trick]

The animal attempts to locate its master. If it has scent, it tracks her via scent as per the track trick. It does not move at a greater speed than the person who gave it the command, and it stops to wait if that person ceases to follow it.

Appears In: Qadira, Jewel of the East

Flee [Trick]

The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or hearing. This trick is particularly useful for thieves and adventurers in that it allows the animal to evade capture, then return later to help free its friends.

Appears In: Animal Archive, Ultimate Wilderness

Get Help [Trick]

With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

Appears In: Animal Archive, Ultimate Wilderness

Liberator [Trick]

An animal trained in liberating knows the break out, flee, and get help tricks.

Appears In: Animal Archive

Sneak [Trick]

The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

Appears In: Animal Archive

Speak [Trick]

The companion is able to communicate very simple concepts through barks, gestures, whistles, or similar actions. The companion's vocabulary is extremely limited, generally restricted to "yes," "no," and counting up to three. The companion is also able to recognize and respond to up to two specific questions per point of Intelligence. The companion does not so much understand the words as recognize the sound of them, and it responds accordingly. This trick does not actually increase the companion's capacity to understand concepts and ideas; it can be taught a way to communicate the concept of "food," for example, but it won't distinguish cooked food from raw food, and it might not even recognize as food anything that is not part of its own diet. A companion must have an Intelligence score of 2 or higher to learn this trick.

Appears In: Ultimate Wilderness

Animal Trick Trick

+4 Stealth in snow (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Racial Ability (Arctic Hare)

Fast Healing 1 (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Unknown

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Racial Ability, Senses

Deliver Touch Spells (Su)

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 would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Class Ability (Familiar Benefits)

Empathic Link (Su)

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Class Ability (Familiar Benefits)

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Class Ability (Familiar Benefits)

Share Spells

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).

Class Ability (Familiar Benefits)

Speak with Master (Ex)

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.

Class Ability (Familiar Benefits)

Title - Caduceus (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/12

XP Reward: 0 XP; **Net Cash:**

- no notes -