

ICE TRACKER

The steppes and highlands of the Cloudspire region are home to the Alarathi, a nomadic people accustomed to surviving the unearthly cruel weather of the area. Of the Alarathi, the ice trackers are the scouts and hunters in each tribe; it is their skills that provide the ability to survive in the harsh environment they call home.

Ice trackers are masters of stealth, tracking, traps and hunting in their native environment. They are incredibly hardy, capable of surviving and even thriving in environs that would kill lowland humans. Ice trackers are much like the world they come from: silent, deadly and merciless.

Alignment: Any neutral.

Hit Die: d10.

Class Skills

The ice tracker's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (trap making) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Ice Tracker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Endurance, Track
2nd	+2	+3	+0	+0	Combat style, Wild empathy
3rd	+3	+3	+1	+1	Diehard
4th	+4	+4	+1	+1	Animal companion, Sense Perimeter
5th	+5	+4	+2	+1	Icy Calm
6th	+6/+1	+5	+2	+2	Improved combat style
7th	+7/+2	+5	+3	+2	Overland stride
8th	+8/+3	+6	+3	+2	Swift tracker, Terrain Mastery Mountains
9th	+9/+4	+6	+4	+3	Evasion
10th	+10/+5	+7	+4	+3	Improved Icy Calm
11th	+11/+6/+1	+7	+5	+3	Combat style mastery
12th	+12/+7/+2	+8	+5	+4	
13th	+13/+8/+3	+8	+6	+4	Camouflage
14th	+14/+9/+4	+9	+6	+4	
15th	+15/+10/+5	+9	+7	+5	Greater Icy Calm
16th	+16/+11/+6/+1	+10	+7	+5	
17th	+17/+12/+7/+2	+10	+8	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+8	+6	
19th	+19/+14/+9/+4	+11	+9	+6	
20th	+20/+15/+10/+5	+12	+9	+6	Glacial Purity

Class Features

All of the following are class features of the ice tracker.

Weapon and Armor Proficiency: An ice tracker is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Endurance: An ice tracker gains Endurance as a bonus feat at 1st level.

Track: An ice tracker gains Track as a bonus feat.

Wild Empathy (Ex): At 2nd Level, an ice tracker can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ice tracker rolls 1d20 and adds his ice tracker level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ice tracker and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ice tracker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, an ice tracker must select one of two combat styles to pursue: speed or force combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ice tracker selects speed, he is treated as having the Improved Initiative feat, even if he does not have the normal prerequisites for that feat.

If the ice tracker selects force combat, he is treated as having the Power Attack feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ice tracker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Diehard: An ice tracker gains Diehard as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, an ice tracker gains an animal companion selected from the following list: frost fox, barbeater, eagle, hawk, horse (light or heavy), snowy owl, highland pony, black bear or wolf. The ice tracker must find the animal to be his companion first; the animal does not simply show up. This animal is a loyal companion that accompanies the ice tracker on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ice tracker's effective druid level is one-half his ice tracker level. An ice tracker may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ice tracker level. Like a druid, an ice tracker cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Sense Perimeter (Ex): At 4th level, an ice tracker becomes more in tune with the world around him. He may, after one turn of concentration, expand his senses to create a detection perimeter in a 25' radius around his body. This perimeter is in effect until mentally negated, and remains in effect even while the ice tracker is sleeping. The ice tracker can detect individuals moving into or out of the perimeter as if he were awake and on guard; there are no condition penalties for detecting individuals attempting to Hide or Move Silently. Sense Perimeter is only effective in natural surroundings.

Icy Calm (Ex): At 5th level, the ice tracker begins to find the pure calm center of his mind. He learns to drive away all distracting thoughts and feelings, making him even more relentless and unstoppable in combat. The ice tracker must have a full round free of distractions to balance his mind; afterwards, all attacks in the combat are made at a +2 bonus with a +2 bonus to damage. If the ice tracker is attacked while attempting to balance his mind, he may attempt to make a concentration check to successfully instill the Icy Calm.

Improved Combat Style (Ex): At 6th level, an ice tracker's aptitude in his chosen combat style (speed or force combat) improves. If he selected speed at 2nd level, he is treated as having the Combat Reflexes feat, even if he does not have the normal prerequisites for that feat.

If the ice tracker selected force combat at 2nd level, he is treated as having the Cleave feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ice tracker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Overland Stride (Ex): Starting at 7th level, an ice tracker may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) or impeding terrain (deep snow, mud, loose gravel) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Terrain Mastery Mountains (Ex): At 8th level an ice tracker gains a +4 competence bonus on Climb checks, or a +10 foot bonus to his climb speed if he already has 4 ranks in the skill. The ice tracker also gains a +1 insight bonus on attack and damage rolls against mountain creatures.

Swift Tracker (Ex): Beginning at 8th level, an ice tracker can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, an ice tracker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ice tracker is wearing light armor or no armor. A helpless ice tracker does not gain the benefit of evasion.

Improved Icy Calm (Ex): At 10th level, the ice tracker continues to enhance his calm in combat, learning to dispassionately watch his enemies for weaknesses while never losing his mental balance. The ice tracker must have a full round free of distractions to balance his mind; afterwards, all attacks in the combat are made at a +4 bonus and a +4 to damage. If the ice tracker is attacked while attempting to balance his mind, he may attempt to make a concentration check to successfully instill the Icy Calm.

Combat Style Mastery (Ex): At 11th level, an ice tracker's aptitude in his chosen combat style (speed or force combat) improves again. If he selected speed at 2nd level, he is treated as having the Spring Attack feat, even if he does not have the normal prerequisites for this feat.

If the ice tracker selected two-weapon combat at 2nd level, he is treated as having the Great Cleave feat, even if he does not have the normal prerequisites for this feat.

As before, the benefits of the ice tracker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): An ice tracker of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Tremorsense (Ex): At 14th level, an ice tracker's ability to sense nearby creatures extends to the detection of miniscule vibrations created by movement on solid surfaces. The ability's range expands by 20' a level and can only be used to detect ground movement. An ice tracker may use his tremorsense when placing an ear directly against the ground; when movement is detected, the ice tracker can determine the precise location and speed of a creature or group of creatures.

Greater Icy Calm (Ex): At 15th level, the ice tracker enhances his calm in combat even further. After a undistracted full round to balance his mind, the ice tracker attacks with a +6 to hit and a +6 damage bonus, and defends with a +4 defense bonus.

Hide in Plain Sight (Ex): While in any sort of natural terrain, an ice tracker of 17th level or higher can use the Hide skill even while being observed.

Glacial Purity (Ex): At 20th level, the ice tracker's mind becomes the living embodiment of the crystal purity of the glaciers. He attacks with a +8 bonus, damages with a +8 bonus, defends with a +6 bonus and uses all skills at a +4 bonus. He may, at any time, force his body into hibernation indefinitely; this coma state essentially eliminates the ice tracker's need for food, water, air or shelter. He may leave this state at will and is conscious the entire duration of the hibernation.