

Escapism Foundry Presents:

Hedgehogery

Sedna Games' GM hold music* asked many interesting and insightful questions about roleplaying, including this one: 'Just where are the stats for werehedgehogs?' Well, Escapism Foundry is proud to announce that they are here! Below are the statistics for hedgehogs, dire hedgehogs and the fearsome werehedgehog.

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Additional creature feats

Hedgehogs and their relatives use two new creature feats that may be applicable to other creatures. These feats are listed below.

Curl (Ex)

As a defensive manoeuvre, creatures with the Curl ability can clench themselves into a tight ball, minimising the exposure of delicate area. Creatures curled into a ball cannot be flat footed and are not vulnerable to a rogue's sneak attack. Likewise, the creature cannot make an attack while curled.

Curling into a ball is a move action and raises the creature's natural armour class by 5 points. To forcibly uncurl a creature who has used this defensive ability requires a strength test (DC 20).

Spines (Ex)

Creatures with spines are covered in a thick layer of razorsharp needle like spines. These spines garner a bonus of +2 to the creature's natural armour class and deal damage against any enemy who succeeds in an unarmed attack against the creature. Some larger creatures deal reduced damage to armed attackers as well. This damage depends upon the creatures size, as shown in the following table.

Size	Damage to Unarmed attackers	Damage to armed attackers
Tiny or smaller	1	0
Small	1d2+1	0
Medium	1d4+1	1d2+1
Large	1d6+1	1d4+1
Huge	1d8+1	1d6+1
Gargantuan		



Spines (Ex) Hedgehogs are covered in a thick layer of razor sharp needle-like spines. These spines garner a bonus of +2 to the creature's natural armour class and deal 1 point of damage against any enemy who succeeds in an unarmed attack against the creature.

Skills:

Hedgehogs have a +6 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance and Climb checks.

A hedgehog uses its Dexterity bonus instead of its Strength bonus for Climb and Swim checks.

Hedgehog

Hedgehogs are small, spine-covered creatures that are usually found in rural areas. They are never dangerous except to slugs, worms and similar creatures.

These almost omnivorous insectivores thrive in temperate woodlands and areas that were once woodlands. They are mostly nocturnal.

Combat:

Hedgehogs do their best to avoid combats, choosing to hide within piles of leaves or small burrows. They bite only as a last resort.

Curl (Ex) As a defensive manoeuvre, hedgehogs can clench themselves into a tight ball, minimising the exposure of delicate areas. Hedgehogs curled into a ball cannot be flat footed and are not vulnerable to a rogue's sneak attack. Likewise, hedgehogs cannot make an attack while curled.

Curling into a ball is a move action and raises the hedgehog's natural armour class by 5 points. To forcibly uncurl a hedgehog that has used this defensive ability requires a strength test (DC 20).

Tiny Animal

Hit points:	1/4 d8 (1hp)
Initiative:	+5
Speed:	15ft (3 squares)
Armour Class:	16 (+2 size, +1 dex, +3 natural) touch 16, flat-footed 15
Base Attack/Grapple:	+0/-12
Attack:	Bite +2 melee (1d3-4)
Full Attack:	Bite +2 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	-
Special Qualities:	Curl, low-light vision, scent, spines
Saves:	Fort +2, Ref +3, Wis +2
Abilities:	Str 2, Dex 13, Con 10, Int 2, Wis 10, Cha 4
Skills:	Balance +12 Move Silently +9 Climb +12 Swim +3 Hide +18
Feats:	Improved Initiative
Environment:	Temperate Woodland
Organisation:	Organization: Solitary, Pair or Litter (3-6)
Challenge Rating:	1/8
Advancement:	-
Level adjustment:	-





Dire Hedgehog

The dire hedgehog is a fearsome monstrosity, a hedgehog grown so large that it views humans as a potential food source. They can be predatorial in nature and often attack en masse, ensuring a kill and meat for the entire litter.

Dire hedgehogs are omnivorous scavengers, but will attack any creature coming close to their nests or within their territories. A dire hedgehog can grow up to 4 feet long, and weigh up to 100lbs.

Combat:

Dire hedgehog litters attack without mercy, using their sharp claws and vicious teeth to rip and bite. If they kill a creature they recognise as poisonous, dire hedgehogs will sometimes roll over it, coating their spines in poison. The effects of this are left up to the GM.

Curl (Ex) As a defensive manoeuvre, Dire hedgehogs can clench themselves into a tight ball, minimising the exposure of delicate areas. Dire hedgehogs curled into a ball cannot be flatfooted and are not vulnerable to a rogue's sneak attack. Likewise, dire hedgehogs cannot make an attack while curled, with the exception of a Roll attack (See below).

Curling into a ball is a move action and raises the Dire hedgehog's natural armour class by 5 points. To forcibly uncurl a creature that has used this defensive ability requires a strength test (DC 20).

Roll (Ex) A Dire Hedgehog that is uphill from it's opponents and is curled may attempt a roll attack. The Dire Hedgehog moves 8 squares in a straight line, forcing everyone in it's path to make a reflex save (DC 15). Those that fail take 1d4+2 damage and are knocked prone.

Spines (Ex) Dire hedgehogs are covered in a thick layer of razor sharp needle-like spines. These spines garner a bonus of +2 to the creature's natural armour class and deal 1d2+1 damage against any enemy who succeeds in an unarmed attack against the creature.

Skills:

Dire hedgehogs have a +6 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Climb checks to climb natural surfaces.

A dire hedgehog uses its Dexterity bonus instead of its Strength bonus for Climb and Swim checks.

Small Animal

Hit points:	1d8+1 (5hp)
Initiative:	+6
Speed:	40' (8 squares)
Armour Class:	17 (+1 size, +2 dex, +4 natural) touch 17, flat-footed 15
Base Attack/Grapple:	+0/-5
Attack:	Claw +3 melee (1d3)
Full Attack:	Bite +3 melee (1d4) and Claw +3 melee (1d3)
Space/Reach:	5 ft./5 ft
Special Attacks:	Roll
Special Qualities:	Curl, low-light vision, scent, spines
Saves:	Fort +3, Ref +4, Wis +3
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 10, Cha 6
Skills:	Climb +13 Move Silently +10 Hide +15 Spot +3 Listen +3 Swim +2
Feats:	Improved Initiative, Weapon Finesse
Environment:	Temperate Woodland
Organisation:	Solitary, Pair or Litter (8-12)
Challenge Rating:	1/2
Advancement:	2-3 HD (Small) 4-6 HD (Medium)
Level Adjustment:	-





Werehedgehogs

Beware the beast that snuffles the night.

When talk turns to lycanthropy much is made of the werewolf, most feared of all shape shifters. Other lycanthropes, wereboars and wererats, are also spoken of in fear. Little is said, however, about the sorry individuals who gained the curse of lycanthropy from the bite of a hedgehog. These creatures are usually subject to more ridicule than fear. Stories exist however of villages deep in the woods hearing dreadful snufflings at the time of the full moon and of villagers turned to pincushions in the middle of the night. If you seek these creatures you would be wise to turn back, lest ye too suffer at the spines of the dark snuffler.

Special Qualities:

Alternate Form (Su): A dire werehedgehog can assume a bipedal hybrid form or the form of a dire hedgehog.

Hedgehog Empathy (Ex): Communicate with hedgehogs and dire hedgehogs, and +4 racial bonus on Charisma-based checks against hedgehogs and dire hedgehogs.

Curl (Ex): As a defensive manoeuvre, werehedgehogs in dire hedgehog or hybrid form can clench themselves into a tight ball, minimising the exposure of delicate areas. Werehedgehogs curled into a ball cannot be flat footed and are not vulnerable to a rogue's sneak attack. Likewise, the creature cannot make an attack while curled, with the exception of a Roll attack (See below).

Curling into a ball is a move action and raises the creature's natural armour class by 5 points. To forcibly uncurl a creature who has used this defensive ability requires a strength check (DC 20).

Curse of Lycanthropy (Su): Any humanoid hit by a dire hedgehog's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Roll (Ex): A werehedgehog in Dire Hedgehog form that is uphill from its opponents and is curled may attempt a roll attack. The Dire Hedgehog moves 8 squares in a straight line, forcing everyone in its path to make a reflex save (DC 15). Those that fail take 1d4+2 damage and are knocked prone. Due to the ungainliness of the form, werehedgehogs in hybrid form are unable to use this ability.

Spines (Ex): Werehedgehogs in dire hedgehog or hybrid form are covered in a thick layer of razorsharp needle like spines. These spines garner a bonus of +2 to the creature's natural armour class and do damage against any enemy who succeeds in an unarmed attack. This deals 1d2+1 damage to unarmed opponents attacking a werehedgehog in dire hedgehog form. Unarmed opponents attacking a werehedgehog in hybrid form take 1d4+1 while armed attackers take 1d2+1 damage.

Skills:

*A werehedgehog in dire hedgehog or hybrid form gets a +8 bonus to Climb checks on natural surfaces and a +6 bonus to Hide and Move Silently checks.

A werehedgehog in dire hedgehog or hybrid form uses its Dexterity bonus instead of its Strength bonus for Climb and Swim checks.



	Werehedgehog, Human Form	Werehedgehog, Dire Hedgehog Form	Werehedgehog, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Small Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+1 (10)	1d8+1 plus 1d8+1 (10)	1d8+1 plus 1d8+1 (10)
Initiative:	+4	+6	+6
Speed:	30 ft. (6 squares)	40' (8 squares)	40' (8 squares)
Armor Class:	15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15	19 (+1 size, +2 dex, +6 natural) touch 13, flat-footed 17	18 (+2 dex +6 natural) touch 12, Flat footed 16
Base Attack/Grapple:	+1/+2	+0/ -5	+1/+2
Attack:	Short sword +2 melee (1d6+1/19-20) or light crossbow +1 ranged (1d8/19-20)	Claw +3 melee (1d3+1)	Claw +4 melee (1d4+1)
Full Attack:	Short sword +2 melee (1d6+1/19-20) or light crossbow +1 ranged (1d8/19-20)	Bite +3 melee (1d4+1) and Claw +3 melee (1d3+1)	Bite +4 melee (1d6+1) and 2 Claws +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	-	Roll	-
Special Qualities:	Alternate form, hedgehog empathy, low-light vision, scent	Alternate form, Curl, Damage reduction 10/silver, hedgehog empathy, low-light vision, scent, spines	Alternate form, Curl, Damage reduction 10/silver, hedgehog empathy, low-light vision, scent, spines
Saves:	Fort +5, Ref +5, Will +4	Fort +5, Ref +5, Will +4	Fort +5, Ref +5, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 13, Cha 8	Str 13, Dex 15, Con 13, Int 10, Wis 13, Cha 8	Str 13, Dex 15, Con 13, Int 10, Wis 13, Cha 8
Skills:	Climb +2, Handle Animal +3, Hide +3, Listen +3, Move Silently +3	Climb +12*, Handle Animal +2, Hide +11*, Listen +3, Move Silently +9*	Climb +12*, Handle Animal +2, Hide +11*, Listen +3, Move Silently +9*
Feats:	Alertness, Dodge, Improved initiativeB, Iron WillB, Weapon Finesse	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, Pair or Litter (8-12)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	(same as human form)	(same as human form)
Alignment:	Always Neutral	Always Neutral	Always Neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

*Sedna Games Company website, and the GM hold music Can be found at www.sednagames.com

