



*"A silver wolf whose howl makes the party seem larger, discouraging some enemies."*

Table: Fenrir	
Class Level	Special
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Moonlit Charge
3 <sup>rd</sup>	—
4 <sup>th</sup>	Icy Breath
5 <sup>th</sup>	—
6 <sup>th</sup>	Eclipse Bite
7 <sup>th</sup>	—
8 <sup>th</sup>	Lunar Bay
9 <sup>th</sup>	—
10 <sup>th</sup>	Eclipse Howl
11 <sup>th</sup>	—
12 <sup>th</sup>	Icy Blast
13 <sup>th</sup>	—
14 <sup>th</sup>	Permafrost
15 <sup>th</sup>	—
16 <sup>th</sup>	Ecliptic Growl
17 <sup>th</sup>	—
18 <sup>th</sup>	Glacial Shroud
19 <sup>th</sup>	—
20 <sup>th</sup>	Millennial Decay

**Limit Break (Su):** At 1st level, Fenrir receives the Limit Break (Howling Moon).

*Howling Moon (Su):* Fenrir lets out a bone chilling howl. Enemies within 30 feet of Fenrir are frightened for 1 round + 1 round per four summoner levels after 1st, with a Will save (DC 10 + half of the summoner's level + Fenrir's Constitution modifier) to negate the status effect. Allies within the area of effect are granted evasion for the same amount of rounds. Those who have evasion already are instead granted improved evasion.

**Moonlit Charge (Ex):** At 2nd level, while Fenrir charges an opponent, he can attempt to blind his target for 1d6 rounds. The target can make successful Will save (DC 10 + half of the summoner's level + Fenrir's Constitution modifier) to negate the status effect.

**Icy Breath (Sp):** At 4th level, Fenrir is able to cast *Icy Breath* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

**Eclipse Bite (Ex):** At 6th level, as a standard action, Fenrir bites a target with incredible force. He makes a single bite attack at a -5 penalty that deals triple damage.

**Lunar Bay (Su):** At 8th level, Fenrir can attempt a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of ice damage.

**Ecliptic Howl (Su):** At 10th level, Fenrir grants nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds. The allies must be within 30 feet of Fenrir when he uses this ability to receive these bonuses. This consumes 3 MP from the summoner. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

**Icy Blast (Sp):** At 12th level, Fenrir is able to cast *Icy Blast* like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

**Permafrost (Su):** At 14th level, as a swift action, usable every 1d4 rounds, Fenrir can freeze the ground beneath a foe within 30-feet of him. The target is frozen for 1d4+1 rounds. A successful Fortitude save (DC 10 + half of the summoner's level + Fenrir's Constitution modifier) negates the status effect. This consumes 5 MP from the summoner. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

**Ecliptic Grawl (Su):** At 16th level, as a full-round action, Fenrir can boost the stats of all allies within 15-ft. from him, depending on the moon phase. All allies gain a +2 enhancement bonus to all stats when there is a new moon, gain a +3 enhancement bonus to all stats when there is a waning or waxing moon, or they gain a +4 enhancement bonus to all stats when there is a full moon.

**Glacial Shroud (Ex):** At 18th level, once per day, as a standard action, the air around Fenrir rapidly cools and becomes a swirling blizzard. For 1d6+1 rounds, Fenrir gains 10 Fire Resist and creatures attacking him with natural weapons, unarmed strikes, or handheld weapons take 3d6 points of ice damage.

**Millennial Decay (Su):** At 20th level, Fenrir washes over creatures in an icy dark aura within 50-ft.-radius. Creatures within the area of effect take 15d8 points of damage (half earth, half ice) unless they make a successful Reflex save (DC 10 + half of the summoner's level + Fenrir's Constitution modifier) for half damage.