

HARSK

RANGER

5

ANCESTRY DWARF (STRONG-BLOODED) **BACKGROUND** SCOUT

SPEED 20 FEET

PERCEPTION +12 (EXPERT) **DARKVISION**

ALIGNMENT LAWFUL NEUTRAL

LANGUAGES COMMON, DWARVEN

STRENGTH

STR 18 (+4)

DEXTERITY

DEX 18 (+4)

CONSTITUTION

CON 16 (+3)

INTELLIGENCE

INT 10 (+0)

WISDOM

WIS 16 (+3)

CHARISMA

CHA 8 (-1)

STRIKES

- MELEE**
- clan dagger +14 (agile, dwarf, parry, versatile B), 1d4+4 piercing
 - dwarven war axe +14 (dwarf, sweep, two-hand d12), 1d8+4 slashing
 - hatchet +14 (agile, sweep, thrown 10 feet), 1d6+4 slashing
- RANGED**
- heavy crossbow +14 (range increment 120 feet, reload 2), 2d10 piercing

SKILLS

ACROBATICS [DEX]

+11 •

CRAFTING [INT]

+7 •

INTIMIDATION [CHA]

+6 •

MEDICINE [WIS]

+3

PERFORMANCE [CHA]

-1

STEALTH [DEX]

+11 •

ARCANA [INT]

+0

DECEPTION [CHA]

-1

FOREST LORE [INT]

+7 •

NATURE [WIS]

+10 •

RELIGION [WIS]

+3

SURVIVAL [WIS]

+12 ••

ATHLETICS [STR]

+13 ••

DIPLOMACY [CHA]

-1

LORE [OTHER: INT]

+0

OCCULTISM [INT]

+0

SOCIETY [INT]

+0

THIEVERY [DEX]

+4

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES

darkvision, Dwarven Weapon Familiarity, Stonecunning, strong-blooded dwarf

CLASS FEATS

Crossbow Ace, Favored Enemy (beasts), Quickdraw

SKILL AND GENERAL FEATS

Assurance (Athletics), Diehard, Expertise (forest), Forager, Terrain

CLASS FEATURES

hunter's edge (flurry), Hunt Prey, iron will, trackless step, weapon expertise

DEFENSES

HIT POINTS

75

FORTITUDE

+12

ARMOR CLASS

22

REFLEX

+13

RESISTANCE

POISON 2

WILL

+12

PATHFINDER

EQUIPMENT

BULK Worn: 5, 5 L; Stowed: 2, 1 L

WORN backpack, clan dagger, doubling rings, +1 dwarven war axe, lesser elixir of life, hatchet, +1 striking heavy crossbow (20 bolts), studded leather

bedroll, chalk (10 pieces), climbing bolt, flint and steel, grappling hook, mug, rope (50 feet), rations (2 weeks), repair kit, soap, torch (5), waterskin

WEALTH 16 gp, 2 sp, 1 cp



WHAT IS A RANGER?

You're a skilled scout and hunter, excelling in tracking down and defeating your chosen prey.

Strong-Blooded: Harsk has a benefit on saves against poison effects.

EQUIPMENT

The following rules apply to Harsk's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

Climbing Bolt (conjunction, consumable, magical): The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action and a successful DC 20 Athletics check.

Doubling Rings: When you wield a melee weapon in a hand wearing one of these rings, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the other ring. This allows Harsk to grant a held clan dagger or hatchet his dwarven waraxe's +1 benefit, though this does not apply to thrown hatchets.

Dwarf (trait): Dwarves craft and use these weapons.

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** ◆ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

Parry (trait): This weapon can be raised defensively to block attacks. While wielding this weapon, you may use an Interact action to position it defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Reload 2 (trait): It takes 2 Interact actions to reload this weapon.

Sweep (trait): When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-Hand (trait): This weapon can be wielded with two hands, changing its weapon damage die to the indicated value.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile B" can be used to deal piercing or bludgeoning damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Harsk's feats and abilities are described below.

Assurance (Athletics): You can forgo rolling a skill check for Athletics to instead receive a result of 19.

Crossbow Ace: When you're wielding a crossbow and use Hunt Prey or use Interact to reload your crossbow, you gain a +2 circumstance bonus to the damage roll of your next Strike with that crossbow and increase the damage die to 1d12. You must make the attack before the end of your turn or these benefits are lost.

Darkvision: You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Diehard: You die from the dying condition at dying 5, rather than dying 4.

Dwarven Weapon Familiarity: You're trained with dwarven waraxes,

Favored Enemy (beasts): When you roll initiative and can see an enemy with the beast trait, you can Hunt Prey as a free action, designating that enemy. You can use this free action even if you haven't identified the creature yet with Recall Knowledge.

Forager: When using Survival to Subsist, if you roll any result worse than a success, you get a success. On a success, you can provide subsistence living for yourself and four other creatures (eight others on a critical success). Creatures with substantially different appetites than a human might be treated as multiple creatures for the purpose of this feat.

Hunt Prey ◆ (concentrate) You designate a single creature you can see or are currently tracking as your prey. You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting. You can only have one creature designated as your prey at a time, and designating a new creature as your prey causes any previously marked creature to lose the designation. Your designation otherwise lasts until your next daily preparations.

Hunter's Edge (Flurry): Your multiple attack penalty for attacks against your hunted prey is -3 (-2 with an agile weapon) on your second attack of the turn and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn.

Strong-Blooded Dwarf: Each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or 2 for a virulent poison.

Stronecunning: You gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone. If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice unusual stonework anyway. This check doesn't gain the circumstance bonus, and it takes a -2 circumstance penalty.

Terrain Expertise (forest): You gain a +1 circumstance bonus to Survival checks in forests.

Trackless Step: When you move through natural terrains, you're difficult to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

Quick Draw ◆ You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.