

HARSK

RANGER

1

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

SPEED 20 FEET

PERCEPTION +7 (EXPERT) **DARKVISION**

ALIGNMENT LAWFUL NEUTRAL

LANGUAGES COMMON, DWARVEN

STRENGTH

STR 16 (+3)

DEXTERITY

DEX 16 (+3)

CONSTITUTION

CON 14 (+2)

INTELLIGENCE

INT 10 (+0)

WISDOM

WIS 14 (+2)

CHARISMA

CHA 8 (-1)

STRIKES

- MELEE**
- clan dagger +6 (agile, dwarf, parry, versatile B), 1d4+3 piercing
 - dwarven waraxe +6 (dwarf, sweep, two-hand d12), 1d8+3 slashing
 - hatchet +6 (agile, sweep, thrown 10 feet), 1d6+3 slashing
- RANGED**
- heavy crossbow +6 (range increment 120 feet, reload 2), 1d10 piercing

SKILLS

ACROBATICS [DEX]

+6 •

CRAFTING [INT]

+3 •

INTIMIDATION [CHA]

+2 •

MEDICINE [WIS]

+2

PERFORMANCE [CHA]

-1

STEALTH [DEX]

+6 •

ARCANA [INT]

+0

DECEPTION [CHA]

-1

FOREST LORE [INT]

+3 •

NATURE [WIS]

+5 •

RELIGION [WIS]

+2

SURVIVAL [WIS]

+5 •

ATHLETICS [STR]

+6 •

DIPLOMACY [CHA]

-1

LORE [OTHER: INT]

+0

OCCULTISM [INT]

+0

SOCIETY [INT]

+0

THIEVERY [DEX]

+3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES darkvision, Dwarven Weapon Familiarity, strong-blooded dwarf

CLASS FEATS Crossbow Ace

SKILL FEATS Forager

CLASS FEATURES Hunt Prey, hunter's edge (flurry)

DEFENSES

HIT POINTS

22

FORTITUDE

+7

ARMOR CLASS

18

REFLEX

+8

RESISTANCE

POISON 1

WILL

+5

PATHFINDER

EQUIPMENT

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

WORN backpack, studded leather, clan dagger, dwarven waraxe, minor elixir of life, hatchet, heavy crossbow (20 bolts)

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

WEALTH 2 gp, 9 sp



WHAT IS A RANGER?

You are 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 do not count against your Bulk limits (and are not included in your worn Bulk).

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

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate**  (Interact); **Effect** Upon drinking this elixir, you regain 1d6 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.

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.

Dwarven Weapon Familiarity: You are trained with dwarven waraxes,

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.