

HARSK

RANGER 3

ANCESTRY	DWARF (STRONG-BLOODED)	BACKGROUND	SCOUT
SPEED	20 FEET	PERCEPTION	+9 (EXPERT)
SENSES	DARKVISION		
LANGUAGES	COMMON, DWARVEN	CLASS DC	19
STRENGTH	DEXTERITY	CONSTITUTION	
STR +3	DEX +3	CON +2	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +2	CHA -1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	46	20	POISON 1
FORTITUDE	REFLEX	WILL	
+9	+10	+9	

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

STRIKES

MELEE	<ul style="list-style-type: none"> clan dagger +8 [+4/+0] (agile, dwarf, parry, versatile B), 1d4+3 piercing +1 dwarven waraxe +9 [+4/-1] (dwarf, sweep, two-hand d12), 1d8+3 slashing hatchet +8 [+4/+0] (agile, sweep, thrown 10 feet), 1d6+3 slashing
RANGED	<ul style="list-style-type: none"> arbalest +8 [+3/-1] (backstabber, range increment 110 feet, reload 1), 1d10 piercing hatchet +8 [+4/+0] (agile, sweep, thrown 10 feet), 1d6+3 slashing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8 •	+0	+8 •
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+5 •	-1	-1
INTIMIDATION (CHA)	FOREST LORE (INT)	LORE (OTHER; INT)
+4 •	+5 •	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+7 •	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
-1	+2	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+8 •	+9 ••	+3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	darkvision, Dwarven Weapon Familiarity, strong-blooded dwarf
CLASS FEATS	Monster Hunter, Monster Warden
GENERAL FEATS	Diehard
SKILL FEATS	Forager, Terrain Expertise (forest)
CLASS ABILITIES	Hunt Prey ♦, hunter's edge (flurry), will expertise*

* Abilities with an asterisk have already been calculated into Harsk's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Worn: 7, 4 L; Maximum: 8 Bulk
WORN	arbalest (20 bolts), backpack, clan dagger, +1 dwarven waraxe, minor elixir of life, hatchet, minor healing potion, studded leather
STOWED	bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), repair toolkit, rope (50 feet), soap, torch (5), waterskin
WEALTH	13 gp



WHAT IS A RANGER?

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

EQUIPMENT

The following rules apply to Harsk's equipment.

Agile (trait): The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn. (See Harsk's hunter's edge class ability, which further reduces this penalty against his designated Prey.)

Backpack: A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Backstabber (trait): This weapon deals 1 additional precision damage to off-guard enemies.

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

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **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 ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. 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 up.

☐ **Healing Potion, Minor** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain 1d8 Hit Points.

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 1 (trait): It takes 1 Interact action to reload this weapon.

Repair Toolkit: A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill. You can draw and replace a worn repair toolkit as part of the action that uses it.

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

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. This change applies to all the weapon's damage dice.

Versatile (trait): A versatile weapon can be used to deal a different type of damage than its listed type. 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.

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

Diehard: It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

Dwarven Weapon Familiarity: You are trained with dwarven waraxes.

Forager: While 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 eight additional creatures, and on a critical success, you can take care of twice as many additional creatures. You can choose to support half the number of creatures with a comfortable living.

Hunt Prey ◆ (concentrate, ranger) You designate a single creature you can see or hear, or that you are currently tracking during exploration, 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.

Monster Hunter: You quickly assess your prey and apply what you know. As part of the action used to Hunt your Prey, you can attempt a check to Recall Knowledge about your prey. When you critically succeed at identifying your hunted prey with Recall Knowledge, you note a weakness in the creature's defenses in addition to any other benefits. You and allies you tell gain a +1 circumstance bonus to your next attack roll against that prey. You can give bonuses from Monster Hunter only once per day against a particular creature.

Monster Warden: When you grant bonuses from Monster Hunter, you and your allies also each gain a +1 circumstance bonus to your next saving throw against that particular creature and to your AC against that creature's next attack against you.

Strong-Blooded Dwarf: You gain poison resistance 1, and 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.

Terrain Expertise (Forest): Your experience in navigating a certain type of terrain makes you supremely confident while doing so. You gain a +1 circumstance bonus to Survival checks in forests.