

HARSK

RANGER



ANCESTRY	DWARF (STRONG-BLOODED)	BACKGROUND	SCOUT
SPEED	20 FEET	PERCEPTION	+12 (EXPERT)
SENSES	GREATER DARKVISION		
LANGUAGES	COMMON, DWARVEN		CLASS DC 21
STRENGTH	DEXTERITY	CONSTITUTION	
STR +4	DEX +4	CON +3	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +3	CHA -1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	75	22	POISON 2
FORTITUDE	REFLEX	WILL	
+12	+13	+12	

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

STRIKES

MELEE	♦ +1 striking clan dagger +14 [+10/+6] (agile, dwarf, parry, versatile B), 2d4+4 piercing
	♦ +1 striking dwarven war axe +14 [+9/+4] (dwarf, sweep, two-hand d12), 2d8+4 slashing
	♦ +1 striking hatchet +14 [+10/+6] (agile, sweep, thrown 10 feet), 2d6+4 slashing
RANGED	♦ +1 arbalest +14 [+9/+4] (backstabber, range increment 110 feet, reload 1), 1d10 piercing
	♦ hatchet +13 [+9/+5] (agile, sweep, thrown 10 feet), 1d6+4 slashing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+11 ●	+0	+13 ●●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	-1	-1
INTIMIDATION (CHA)	FOREST LORE (INT)	LORE (OTHER; INT)
+6 ●	+7 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+3	+10 ●	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
-1	+3	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+11 ●	+12 ●●	+4

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Defy the Darkness, Dwarven Weapon Familiarity, strong-blooded dwarf
CLASS FEATS	Monster Hunter, Monster Warden, Scout's Warning ♦
GENERAL FEATS	Diehard
SKILL FEATS	Assurance (Athletics), Forager, Terrain Expertise (forest)
CLASS ABILITIES	Hunt Prey ♦, hunter's edge (flurry), ranger weapon expertise, trackless journey, will expertise*

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

EQUIPMENT

BULK	Worn: 7, 5 L; Maximum: 9 Bulk
WORN	+1 arbalest (20 bolts), backpack, clan dagger, doubling rings, +1 striking 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	25 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 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.

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. The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands.

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

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** \blacklozenge (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** \blacklozenge (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.

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

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. Whenever you get a critical hit with a dwarven waraxe, you get its critical specialization effect (see the effect under Ranger Weapon Expertise below).

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.

Defy the Darkness: You gain greater darkvision, enabling you to see through magical darkness even if it normally hampers darkvision (such as the darkness created by a 4th-rank *darkness* spell). You can't cast spells with the darkness trait, use item activations with the darkness trait, or use any other ability with the darkness trait.

Hunt Prey \blacklozenge (concentrate) 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.

Ranger Weapon Expertise: You gain every advantage from your weapons. Your proficiency rank for martial weapons, simple weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects of all such weapons and unarmed attacks when attacking your hunted prey.

Clan Dagger: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

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Dwarven Waraxe: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (including extra dice for its *striking rune*, if any). This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

Hatchet: See Dwarven Waraxe above.

Arbalest: The target takes 1d8+1 persistent bleed damage.

Scout's Warning  **Trigger** You are about to roll a Perception or Survival check for initiative; **Effect** You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or the auditory trait, respectively.

Strong-Blooded Dwarf: You gain poison resistance 2, 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.

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