

Harsk (1)

Male dwarf ranger 1 - CR 1/2

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
	Hardy +2:	+2 vs. poison, spells, and spell-like abilities					
REFLEX (DEXTERITY)	+4	=	+2	+2			
	Hardy +2:	+2 vs. poison, spells, and spell-like abilities					
WILL (WISDOM)	+2	=		+2			
	Hardy +2:	+2 vs. poison, spells, and spell-like abilities					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	+2		+2				+4
Touch AC 12								
Flat-Footed AC 12								

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +3	=	+1	+2	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 15	=	10	+1	+2

19 vs. Bull Rush; 19 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+1	HP	12
Favored Enemy (Giants +2): +2 vs. giants, Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype			
Initiative	+2	Damage / Current HP	
Speed	20 ft		

Greataxe

Both hands: **+3, 1d12+3**

Crit: x3
2-hand, S

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype

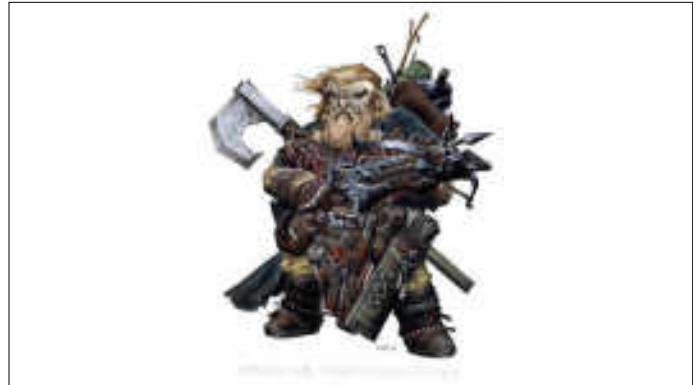
Heavy crossbow

Ranged: **-1, 1d10**

Crit: 19-20/x2
Rng: 120'
2-hand, P

Ranged, both hands: **+3, 1d10**

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Favored Enemy (Giants +2): +2 vs. giants				
Climb	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+2	CHA (-2)	1	
Heal	+6	WIS (2)	1	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Giants +2): +2 vs. giants				
Knowledge (local)	+1	INT (0)	1	
Favored Enemy (Giants +2): +2 vs. giants				
Perception	+6	WIS (2)	1	
Favored Enemy (Giants +2): +2 vs. giants, Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Giants +2): +2 vs. giants				
Stealth	+6	DEX (2)	1	
Survival	+6	WIS (2)	1	
Favored Enemy (Giants +2): +2 vs. giants, Track: +1 to track				
Swim	+2	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Rapid Reload (Heavy crossbow)
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Defensive Training +4
Favored Enemy (Giants +2) (Ex)
Greed

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: 0/2000
Current Cash: 31 gp

Gear

**Total Weight Carried: 50/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Antitoxin	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Crossbow bolts x30	0.1 lbs
Greataxe	12 lbs
Heavy crossbow	8 lbs
Leather armor	15 lbs
Money	0.62 lbs
Signal whistle	-
Smokestick	0.5 lbs
Tanglefoot bag	4 lbs
Tea Pot	1 lb
Trail rations x4	1 lb

Special Abilities

Hardy +2
Hatred +1
Slow and Steady
Stability +4
Stonecunning +2
Track +1
Wild Empathy -1 (Ex)

Tracked Resources

Antitoxin	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Dwarven

Spells & Powers

Ranger spells memorized (CL 0th; concentration +2)
Melee Touch +3 Ranged Touch +3

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)

Harsk (10)

Male dwarf ranger 10 - CR 9

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	=	+7	+3	+3		
			Endurance : +4 vs. hot or cold environments and to resist damage from suffocation, Hardy +2 : +2 vs. poison, spells, and spell-like abilities				
REFLEX (DEXTERITY)	+14	=	+7	+4	+3		
			Hardy +2 : +2 vs. poison, spells, and spell-like abilities				
WILL (WISDOM)	+10	=	+3	+2	+3	+2	
			Hardy +2 : +2 vs. poison, spells, and spell-like abilities				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23	=	+6		+4		+1	+2	+13

Touch AC **16** **Flat-Footed AC** **19**

Defensive Training +4: +4 dodge bonus vs. Giants

BAB	Strength	Size	Misc
CM Bonus +12	=	+10	+2

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size
CM Defense 28	=	10	+10

32 vs. Bull Rush; 32 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+10	HP	89
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Favored Enemy (Fey +2): +2 vs. fey, **Favored Enemy (Giants +6)**: +6 vs. giants, **Favored Enemy (Humans +2)**: +2 vs. humans, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype

Initiative	+4
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Favored Terrain (Forest +2): +2 while in forest terrain, **Favored Terrain (Mountain +4)**: +4 while in mountainous terrain

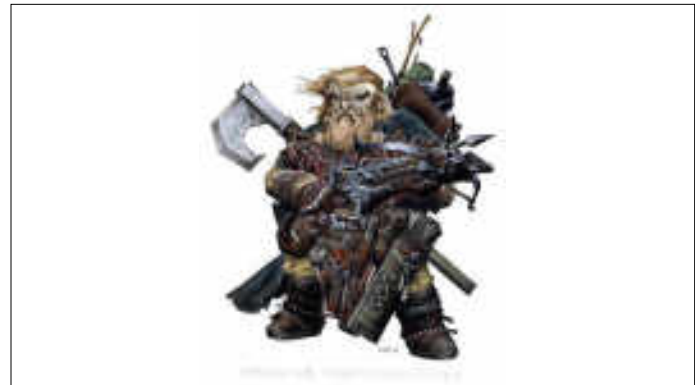
Speed	20 ft
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Damage / Current HP

+3 studded leather

+6

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Greed : +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Handle Animal	+11	CHA (-2)	10	
Heal	+15	WIS (2)	10	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+13	INT (0)	10	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +4) : +4 while in mountainous terrain				
Knowledge (nature)	+13	INT (0)	10	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans				
Perception	+15	WIS (2)	10	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +4) : +4 while in mountainous terrain, Stonecunning : +2 racial bonus to notice unusual stonework				
Ride	+4	DEX (4)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+17	DEX (4)	10	
Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +4) : +4 while in mountainous terrain				
Survival	+15	WIS (2)	10	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +6) : +6 vs. giants, Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +4) : +4 while in mountainous terrain, Track : +5 to track				
Swim	+2	STR (2)	-	
Endurance : +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)

Feats

Armor Proficiency (Medium)
 Endurance
 Far Shot
 Improved Critical (Heavy crossbow)
 Improved Precise Shot
 Iron Will
 Martial Weapon Proficiency - All
 Pinpoint Targeting
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Heavy crossbow)
 Shield Proficiency
 Simple Weapon Proficiency - All

+1 flaming burst heavy crossbow

Ranged: **+11/+6, 1d10+1 plus 1d6 fire** Crit: 17-20/x2+1d10 fire
 Rng: 120'

Ranged, both hands: **+15/+10, 1d10+1 plus 1d6 fire**

Favored Enemy (Fey +2) : +2 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

+2 greataxe

Both hands: **+14/+9, 1d12+5** Crit: x3
 2-hand, S

Favored Enemy (Fey +2) : +2 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

Masterwork silver dagger

Main hand: **+13/+8, 1d4+1** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+15/+10, 1d4+1** Light, P/S

Favored Enemy (Fey +2) : +2 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

Gear

Total Weight Carried: 57/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 flaming burst heavy crossbow	8 lbs
+2 greataxe	12 lbs
+3 studded leather	20 lbs
Amulet of natural armor +1	-
Antitoxin x2	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of incredible dexterity +2	1 lb
Boots of the winterlands	1 lb
Cloak of resistance +3	1 lb
Crossbow bolts x30	0.1 lbs
Masterwork silver dagger	1 lb
Money <In: Bank>	5.2 lbs
Potion of cure moderate wounds x2	-
Potion of pass without trace x2	-
Ring of protection +2	-
Screaming bolt x4	0.1 lbs
Signal whistle	-
Smokestick x2	0.5 lbs
Tanglefoot bag x2 <In: Another PC>	4 lbs
Tea Pot	1 lb
Thunderstone x2	1 lb

Experience & Wealth

Experience Points: **105000/155000**
 Current Cash: **260 gp**

Gear

Total Weight Carried: 57/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Trail rations x4 1 lb

Special Abilities

Darkvision (60 feet)
 Defensive Training +4
 Evasion (Ex)
 Favored Enemy (Fey +2) (Ex)
 Favored Enemy (Giants +6) (Ex)
 Favored Enemy (Humans +2) (Ex)
 Favored Terrain (Forest +2) (Ex)
 Favored Terrain (Mountain +4) (Ex)
 Greed
 Hardy +2
 Hatred +1
 Hunting Companions (2 rounds) (Ex)
 Slow and Steady
 Stability +4
 Stonecunning +2
 Swift Tracker (Ex)
 Track +5
 Wild Empathy +8 (Ex)
 Woodland Stride (Ex)

Tracked Resources

Antitoxin	<input type="checkbox"/>	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Masterwork silver dagger	<input type="checkbox"/>	
Potion of cure moderate wounds	<input type="checkbox"/>	<input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/>	<input type="checkbox"/>
Screaming bolt	<input type="checkbox"/>	<input type="checkbox"/>
Smokestick	<input type="checkbox"/>	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>	<input type="checkbox"/>
Thunderstone	<input type="checkbox"/>	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>	<input type="checkbox"/>

Languages

Common

Dwarven

Spells & Powers

Ranger spells memorized (CL 7th; concentration +9)
Melee Touch +12/+7 Ranged Touch +14/+9
2nd—bear's endurance, cure light wounds
1st—entangle (DC 13), longstrider, resist energy

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)

Harsk (13)

Male dwarf ranger 13 - CR 12

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	17/21	+3/+5	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	= +8	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
REFLEX (DEXTERITY)	+13	= +8	+5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
WILL (WISDOM)	+8	= +4	+2	<input type="checkbox"/>	+2	<input type="checkbox"/>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26	= +6	<input type="checkbox"/>	+5	<input type="checkbox"/>	+2	+3	<input type="checkbox"/>	+16

Touch AC 18	Flat-Footed AC 21
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Defensive Training +4: +4 dodge bonus vs. Giants

BAB	Strength	Size	Misc
CM Bonus +15	= +13	+2	<input type="checkbox"/>

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size
CM Defense 33	= 10	+13	+2

37 vs. Bull Rush; 37 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13	HP 115
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Favored Enemy (Fey +2): +2 vs. fey, **Favored Enemy (Giants +6):** +6 vs. giants, **Favored Enemy (Humans +2):** +2 vs. humans, **Quarry:** +2 vs. designated Quarry, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype

Initiative +5

Favored Terrain (Cold +2): +2 while in cold terrain, **Favored Terrain (Forest +2):** +2 while in forest terrain, **Favored Terrain (Mountain +6):** +6 while in mountainous terrain

Speed 20 ft

+2 greataxe

Both hands: **+17/+12/+7, 1d12+5**

Crit: x3
2-hand, S

Favored Enemy (Fey +2): +2 vs. fey, **Favored Enemy (Giants +6):** +6 vs. giants, **Favored Enemy (Humans +2):** +2 vs. humans, **Quarry:** +2 vs. designated Quarry, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (5)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans				
Climb	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Handle Animal	+14	CHA (-2)	13	
Heal	+18	WIS (2)	13	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+16	INT (0)	13	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain				
Knowledge (nature)	+16	INT (0)	13	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans				
Perception	+18	WIS (2)	13	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain, Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+21	DEX (5)	13	
Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain				
Survival	+18	WIS (2)	13	
Favored Enemy (Fey +2): +2 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain, Track: +6 to track				
Swim	+2	STR (2)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Diehard
 Endurance
 Far Shot
 Improved Critical (Heavy crossbow)
 Improved Precise Shot
 Iron Will
 Martial Weapon Proficiency - All
 Pinpoint Targeting
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Heavy crossbow)
 Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Focus (Heavy crossbow)

+3 flaming burst heavy crossbow

Ranged: **+18/+13/+8, 1d10+3** Crit: 17-
plus 1d6 fire 20/x2+1d10 fire
 Rng: 120'

Ranged, both hands:
+22/+17/+12, 1d10+3 plus
1d6 fire

Favored Enemy (Fey +2) : +2 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants,
Favored Enemy (Humans +2) : +2 vs. humans, **Quarry**: +2 vs. designated Quarry,
Hatred +1 : +1 vs. humanoids with the orc and goblinoid subtype

Masterwork silver dagger

Main hand: **+16/+11/+6, 1d4+1** Crit: 19-20/x2
 Ranged: **+19/+14/+9, 1d4+1** Rng: 10'
 Light, P/S

Favored Enemy (Fey +2) : +2 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants,
Favored Enemy (Humans +2) : +2 vs. humans, **Quarry**: +2 vs. designated Quarry,
Hatred +1 : +1 vs. humanoids with the orc and goblinoid subtype

+3 studded leather

+6 Max Dex: +5, Armor Check: -
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 56/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 seeking crossbow bolts x20	0.1 lbs
+2 greataxe	12 lbs
+3 flaming burst heavy crossbow	8 lbs
+3 studded leather	20 lbs
Amulet of natural armor +2	-
Antitoxin x2	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of incredible dexterity +4	1 lb
Boots of speed (10 rounds/day)	1 lb
Bracers of armor +3	1 lb
Cloak of displacement, minor	1 lb
Crossbow bolts x30	0.1 lbs
Masterwork silver dagger	1 lb
Money <In: Bank>	12.54 lbs
Potion of cure moderate wounds x2	-
Potion of pass without trace x2	-
Ring of protection +2	-

Experience & Wealth

Experience Points: **315000/445000**
 Current Cash: **627 gp**

Gear

Total Weight Carried: 56/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Ring of protection +3	-
Signal whistle	-
Smokestick x2	0.5 lbs
Tanglefoot bag x2 <In: Another PC>	4 lbs
Tea Pot	1 lb
Thunderstone x2	1 lb
Trail rations x4 <In: Another PC>	1 lb

Special Abilities

Camouflage (Ex)
 Darkvision (60 feet)
 Defensive Training +4
 Evasion (Ex)
 Favored Enemy (Fey +2) (Ex)
 Favored Enemy (Giants +6) (Ex)
 Favored Enemy (Humans +2) (Ex)
 Favored Terrain (Cold +2) (Ex)
 Favored Terrain (Forest +2) (Ex)
 Favored Terrain (Mountain +6) (Ex)
 Greed
 Hardy +2
 Hatred +1
 Hunting Companions (2 rounds) (Ex)
 Quarry (Ex)
 [N/A] Seeking
 Slow and Steady
 Stability +4
 Stonecunning +2
 Swift Tracker (Ex)
 Track +6
 Wild Empathy +11 (Ex)
 Woodland Stride (Ex)

Tracked Resources

+1 seeking crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Boots of speed (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork silver dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Trail rations

Languages

Common

Dwarven

Spells & Powers

Ranger spells memorized (CL 10th; concentration +12)

Melee Touch +15/+10/+5 **Ranged Touch** +18/+13/+8

3rd—*neutralize poison*

2nd—*bear's endurance, cure light wounds*

1st—*entangle* (DC 13), *longstrider, resist energy*

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)

Harsk (15)

Male dwarf ranger 15 - CR 14

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb.**

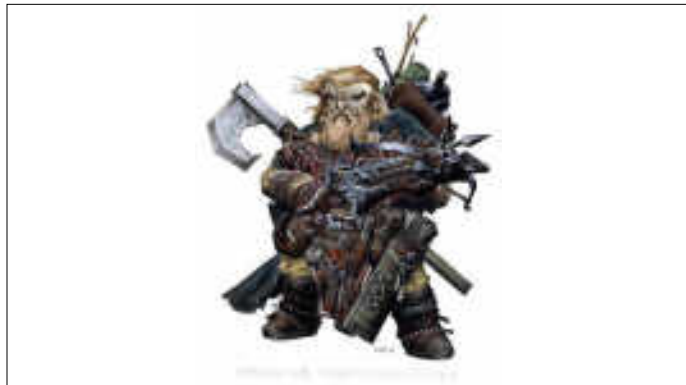
Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	17/23	+3/+6	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+9	+3				
	Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+15 =	+9	+6				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+9 =	+5	+2		+2		
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Damage Reduction (5/magic)									
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 29 =	+9		+5		+2	+3		+19	
Touch AC 18	Flat-Footed AC 24								
Defensive Training +4: +4 dodge bonus vs. Giants									
CM Bonus	BAB	Strength	Size	Misc					
+17 =	+15	+2	-	-					
See the Base Attack (below) for modifiers that may also apply to CMB									
CM Defense	BAB	Strength	Dexterity	Size					
36 = 10	+15	+2	+6	-					
40 vs. Bull Rush; 40 vs. Trip									
See the AC section (above) for situational modifiers that may also apply to CMD									

Base Attack	+15	HP	132
Favored Enemy (Fey +4): +4 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Enemy (Monstrous Humanoids +2): +2 vs. monstrous humanoids, Quarry: +2 vs. designated Quarry, Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype			
Initiative	+6	Damage / Current HP	
Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain			
Speed	20 ft		



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (6)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Greedy: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Favored Enemy (Fey +4): +4 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Enemy (Monstrous Humanoids +2): +2 vs. monstrous humanoids				
Climb	+1	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (6)	-	
Fly	+5	DEX (6)	-	
Handle Animal	+16	CHA (-2)	15	
Heal	+20	WIS (2)	15	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+18	INT (0)	15	
Favored Enemy (Fey +4): +4 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Enemy (Monstrous Humanoids +2): +2 vs. monstrous humanoids, Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain				
Knowledge (nature)	+18	INT (0)	15	
Favored Enemy (Fey +4): +4 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Enemy (Monstrous Humanoids +2): +2 vs. monstrous humanoids, Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain, Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+5	DEX (6)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Fey +4): +4 vs. fey, Favored Enemy (Giants +6): +6 vs. giants, Favored Enemy (Humans +2): +2 vs. humans, Favored Enemy (Monstrous Humanoids +2): +2 vs. monstrous humanoids				
Stealth	+23	DEX (6)	15	
Favored Terrain (Cold +2): +2 while in cold terrain, Favored Terrain (Forest +2): +2 while in forest terrain, Favored Terrain (Mountain +6): +6 while in mountainous terrain				

Skills

Skill Name	Total	Ability	Ranks	Temp
Survival	+20	WIS (2)	15	

Favored Enemy (Fey +4) : +4 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Monstrous Humanoids +2)** : +2 vs. monstrous humanoids, **Favored Terrain (Cold +2)** : +2 while in cold terrain, **Favored Terrain (Forest +2)** : +2 while in forest terrain, **Favored Terrain (Mountain +6)** : +6 while in mountainous terrain, **Track**: +7 to track

Swim	+1	STR (2)	-	
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Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Deadly Aim -4/+8
 Diehard
 Endurance
 Far Shot
 Improved Critical (Heavy crossbow)
 Improved Precise Shot
 Iron Will
 Martial Weapon Proficiency - All
 Pinpoint Targeting
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Heavy crossbow)
 Shield Proficiency
 Shot On The Run
 Simple Weapon Proficiency - All
 Weapon Focus (Heavy crossbow)

+3 greataxe

Both hands: **+20/+15/+10, 1d12+6** Crit: x3
 2-hand, S

Favored Enemy (Fey +4) : +4 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Monstrous Humanoids +2)** : +2 vs. monstrous humanoids, **Quarry**: +2 vs. designated Quarry, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

+4 flaming burst heavy crossbow

Ranged: **+22/+17/+12, 1d10+4** Crit: 17-
plus 1d6 fire 20/x2+1d10 fire
 Rng: 120'

Ranged, both hands:
+26/+21/+16, 1d10+4 plus
1d6 fire

Favored Enemy (Fey +4) : +4 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Monstrous Humanoids +2)** : +2 vs. monstrous humanoids, **Quarry**: +2 vs. designated Quarry, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

Masterwork silver dagger

Main hand: **+18/+13/+8, 1d4+1** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+22/+17/+12, 1d4+1** Light, P/S

Favored Enemy (Fey +4) : +4 vs. fey, **Favored Enemy (Giants +6)** : +6 vs. giants, **Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Monstrous Humanoids +2)** : +2 vs. monstrous humanoids, **Quarry**: +2 vs. designated Quarry, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

+3 Mithral Breastplate of Invulnerability

+9 Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light

Experience & Wealth

Experience Points: **635000/890000**
 Current Cash: **520 gp**

Gear

Total Weight Carried: 50/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 brilliant energy crossbow bolts x15	0.1 lbs
+3 greataxe	12 lbs
+3 Mithral Breastplate of Invulnerability	15 lbs
+4 flaming burst heavy crossbow	8 lbs
Amulet of natural armor +2	-
Antitoxin x2 <In: Handy haversack (14 @ 16 lbs)>	-
Artisan's outfit (Free)	-
Belt of incredible dexterity +6	1 lb
Bracers of armor +3	1 lb
Cape of the mountebank	1 lb
Crossbow bolts x30	0.1 lbs
Handy haversack (14 @ 16 lbs)	5 lbs
Masterwork silver dagger	1 lb
Money <In: Bank>	10.4 lbs
Pearl of power (1st level, 1/day)	-
Potion of cure moderate wounds x2	-
Potion of pass without trace x2	-
Ring of protection +3	-
Signal whistle <In: Handy haversack (14 @ 16 lbs)>	-
Smokestick x2 <In: Handy haversack (14 @ 16	0.5 lbs
Tanglefoot bag x2 <In: Handy haversack (14 @ 16	4 lbs
Tea Pot <In: Handy haversack (14 @ 16 lbs)>	1 lb
Thunderstone x2 <In: Handy haversack (14 @ 16	1 lb
Trail rations x4 <In: Handy haversack (14 @ 16	1 lb
Winged boots (3/day)	1 lb

Special Abilities

[N/A] Brilliant Energy
 Camouflage (Ex)
 Darkvision (60 feet)
 Defensive Training +4
 Evasion (Ex)
 Favored Enemy (Fey +4) (Ex)
 Favored Enemy (Giants +6) (Ex)
 Favored Enemy (Humans +2) (Ex)
 Favored Enemy (Monstrous Humanoids +2) (Ex)
 Favored Terrain (Cold +2) (Ex)
 Favored Terrain (Forest +2) (Ex)
 Favored Terrain (Mountain +6) (Ex)
 Greed
 Hardy +2
 Hatred +1
 Hunting Companions (2 rounds) (Ex)
 Quarry (Ex)
 Slow and Steady
 Stability +4
 Stonecunning +2
 Swift Tracker (Ex)
 Track +7
 Wild Empathy +13 (Ex)
 Woodland Stride (Ex)

Tracked Resources

+1 brilliant energy crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dimension Door (1/day)	<input type="checkbox"/>
Masterwork silver dagger	<input type="checkbox"/>
Pearl of power (1st level, 1/day)	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Winged boots (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Dwarven

Spells & Powers

Ranger spells memorized (CL 12th; concentration +14)

Melee Touch +17/+12/+7 **Ranged Touch** +21/+16/+11

4th—*tree stride*

3rd—*cure moderate wounds, neutralize poison*

2nd—*protection from energy, spike growth* (DC 14), *wind wall*

1st—*delay poison, entangle* (DC 13), *resist energy, resist energy*

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)

Harsk (4)

Male dwarf ranger 4 - CR 3

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2	+1		
			Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Hardy +2: +2 vs. poison, spells, and spell-like abilities				
REFLEX (DEXTERITY)	+8	=	+4	+3	+1		
			Hardy +2: +2 vs. poison, spells, and spell-like abilities				
WILL (WISDOM)	+4	=	+1	+2	+1		
			Hardy +2: +2 vs. poison, spells, and spell-like abilities				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+3		+3				+6

Touch AC **13** **Flat-Footed AC** **13**

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	+6	=	+4	+2	-	-
			See the Base Attack (below) for modifiers that may also apply to CMB			

CM Defense	19	=	10	+4	+2	+3	-
			23 vs. Bull Rush; 23 vs. Trip				

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+4	HP	34
			Damage / Current HP
Initiative	+3		
Speed	20 ft		

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype

Favored Terrain (Mountain +2): +2 while in mountainous terrain

+1 heavy crossbow

Ranged: **+4, 1d10+1**

Ranged, both hands: **+8, 1d10+1**

Crit: 19-20/x2
Rng: 120'
2-hand, P

Favored Enemy (Giants +2): +2 vs. giants, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
		Speed greater/less than 30 ft.: -4 to jump		
Appraise	+0	INT (0)	-	
		Greedy: +2 racial bonus to assess nonmagical metals or gemstones		
Bluff	-2	CHA (-2)	-	
		Favored Enemy (Giants +2): +2 vs. giants		
Climb	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+5	CHA (-2)	4	
Heal	+9	WIS (2)	4	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+7	INT (0)	4	
		Favored Enemy (Giants +2): +2 vs. giants, Favored Terrain (Mountain +2): +2 while in mountainous terrain		
Knowledge (nature)	+7	INT (0)	4	
		Favored Enemy (Giants +2): +2 vs. giants		
Perception	+9	WIS (2)	4	
		Favored Enemy (Giants +2): +2 vs. giants, Favored Terrain (Mountain +2): +2 while in mountainous terrain, Stonecunning: +2 racial bonus to notice unusual stonework		
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
		Favored Enemy (Giants +2): +2 vs. giants		
Stealth	+10	DEX (3)	4	
		Favored Terrain (Mountain +2): +2 while in mountainous terrain		
Survival	+9	WIS (2)	4	
		Favored Enemy (Giants +2): +2 vs. giants, Favored Terrain (Mountain +2): +2 while in mountainous terrain, Track: +2 to track		
Swim	+2	STR (2)	-	
		Endurance: +4 to resist nonlethal damage from exhaustion		

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Rapid Reload (Heavy crossbow)
Shield Proficiency

Feats

Simple Weapon Proficiency - All

Masterwork greataxe

Both hands: **+7, 1d12+3**

Crit: x3
2-hand, S

Favored Enemy (Giants +2) : +2 vs. giants, **Hatred +1** : +1 vs. humanoids with the orc and goblinoid subtype

+1 leather armor

+3

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

**Total Weight Carried: 51/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

+1 heavy crossbow	8 lbs
+1 leather armor	15 lbs
Antitoxin	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x30	0.1 lbs
Masterwork greataxe	12 lbs
Money <In: Bank>	10.3 lbs
Potion of cure moderate wounds	-
Potion of pass without trace x2	-
Signal whistle	-
Smokestick	0.5 lbs
Tanglefoot bag	4 lbs
Tea Pot	1 lb
Trail rations x4	1 lb

Special Abilities

Darkvision (60 feet)
Defensive Training +4
Favored Enemy (Giants +2) (Ex)
Favored Terrain (Mountain +2) (Ex)
Greed
Hardy +2
Hatred +1
Hunting Companions (2 rounds) (Ex)
Slow and Steady
Stability +4
Stonecunning +2
Track +2
Wild Empathy +2 (Ex)

Tracked Resources

Antitoxin	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>

Experience & Wealth

Experience Points: **9000**/15000
Current Cash: **515 gp**

Tracked Resources

Trail rations

Languages

Common

Dwarven

Spells & Powers

Ranger spells memorized (CL 1st; concentration +3)
Melee Touch +6 **Ranged Touch +7**

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)

Harsk (7)

Male dwarf ranger 7 - CR 6

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+2	+2		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Hardy +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+10	=	+5	+3	+2		
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Hardy +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+8	=	+2	+2	+2	+2	
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Hardy +2: +2 vs. poison, spells, and spell-like abilities

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+5		+3		+1		+9

Touch AC	13	Flat-Footed AC	16
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Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
CM Bonus	+9	=	+7	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size			
CM Defense	22	=	10	+7	+2	+3	-

26 vs. Bull Rush; 26 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	57
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Favored Enemy (Fey +2): +2 vs. fey, **Favored Enemy (Giants +4)**: +4 vs. giants, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype

Initiative	+3
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Favored Terrain (Mountain +2): +2 while in mountainous terrain

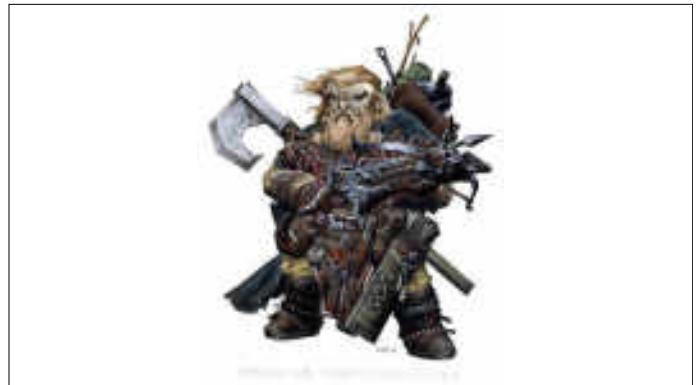
Speed	20 ft
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+1 greataxe

Both hands: **+10/+5, 1d12+4**

Crit: **x3**
2-hand, S

Favored Enemy (Fey +2): +2 vs. fey, **Favored Enemy (Giants +4)**: +4 vs. giants, **Hatred +1**: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Greed : +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants				
Climb	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+8	CHA (-2)	7	
Heal	+12	WIS (2)	7	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+10	INT (0)	7	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants, Favored Terrain (Mountain +2) : +2 while in mountainous terrain				
Knowledge (nature)	+10	INT (0)	7	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants				
Perception	+12	WIS (2)	7	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants, Favored Terrain (Mountain +2) : +2 while in mountainous terrain, Stonecunning : +2 racial bonus to notice unusual stonework				
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants				
Stealth	+13	DEX (3)	7	
Favored Terrain (Mountain +2) : +2 while in mountainous terrain				
Survival	+12	WIS (2)	7	
Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants, Favored Terrain (Mountain +2) : +2 while in mountainous terrain, Track : +3 to track				
Swim	+2	STR (2)	-	
Endurance : +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Far Shot
Improved Precise Shot

Feats

Iron Will
 Martial Weapon Proficiency - All
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Heavy crossbow)
 Shield Proficiency
 Simple Weapon Proficiency - All

+1 heavy crossbow

Ranged: **+7/+2, 1d10+1**

Crit: 19-20/x2

Ranged, both hands: **+11/+6,
 1d10+1**

Rng: 120'

2-hand, P

Favored Enemy (Fey +2) : +2 vs. fey, Favored Enemy (Giants +4) : +4 vs. giants,
 Hatred +1 : +1 vs. humanoids with the orc and goblinoid subtype

+2 studded leather

+5

Max Dex: +5, Armor Check: -
 Spell Fail: 15%, Light

Gear

**Total Weight Carried: 56/175 lbs, Light Load
 (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

+1 greataxe	12 lbs
+1 heavy crossbow	8 lbs
+2 studded leather	20 lbs
Amulet of natural armor +1	-
Antitoxin	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Cloak of resistance +2	1 lb
Crossbow bolts x30	0.1 lbs
Money <In: Bank>	6.12 lbs
Potion of cure moderate wounds x3	-
Potion of pass without trace x2	-
Screaming bolt x4	0.1 lbs
Signal whistle	-
Smokestick	0.5 lbs
Tanglefoot bag	4 lbs
Tea Pot	1 lb
Trail rations x4	1 lb

Special Abilities

Darkvision (60 feet)
 Defensive Training +4
 Favored Enemy (Fey +2) (Ex)
 Favored Enemy (Giants +4) (Ex)
 Favored Terrain (Mountain +2) (Ex)
 Greed
 Hardy +2
 Hatred +1
 Hunting Companions (2 rounds) (Ex)
 Slow and Steady
 Stability +4
 Stonecunning +2
 Track +3
 Wild Empathy +5 (Ex)
 Woodland Stride (Ex)

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **306 gp**

Tracked Resources

Antitoxin	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/> <input type="checkbox"/>
Screaming bolt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Dwarven

Spells & Powers

Ranger spells memorized (CL 4th; concentration +6)

Melee Touch +9/+4 Ranged Touch +10/+5

2nd—barkskin

1st—entangle (DC 13), *resist energy*

Background

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and off-putting attitude. Much of his anger stems from the slaughter of his brother's warband. Harsk came upon the band, slain to a man by giants, moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

Sourcebooks Used

(none)