

WINTER GUARD FALCONER

CREATURE 1

N**MEDIUM****HUMANOID****HUMAN****Perception** +7**Languages** skald**Skills** Athletics +6, Nature +6, Stealth +6, Survival +7**Str** +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Snowshoe Mastery Winter Guards have trained in the use of snowshoes. They gain the regular benefits of wearing snowshoes, ignoring the effects of non-magical difficult terrain caused by snow (reducing greater difficult terrain from snow to ordinary difficult terrain). However they do not take a status penalty to their speed .

Items Lesser healing potion (2), studded leather armor, composite longbow with 20 arrows, longsword, cold-weather gear, snowshoes, 6 sp

AC 15; **Fort** +7, **Ref** +8, **Will** +5**HP** 19**Speed** 25**Melee** ♦ longsword +7 (versatile p), **Damage** 1d8+1 slashing

Ranged ♦ strike +9 (volley 30 ft, deadly d10, propulsive, range increment 100 ft), **Damage** 1d8+1 piercing