

SKALD LEVEL 4

To keep the tales of heroes he hopes to emulate fresh in his mind, Hakon embroiders representations of their stories into cloth badges sewn along the hem of his long coat. His retellings fill his companions with unparalleled battle spirit and combat prowess, further cementing Hakon's own growing legend.

HAKON

Male human skald 4 NG Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

hp 31 (4d8+8)

Fort +6 (+7 while performing), **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk handaxe +6 (1d6+3/×3) and mwk handaxe +6 (1d6+3/×3) or mwk handaxe +8 (1d6+3/×3)

Ranged throwing axe +6 (1d6+3) or sling +6 (1d4+3)

Special Attacks raging song (inspired rage +2 [+2 Str/Con], song of marching) 17 rounds / day

Skald Spells Known (CL 4th; concentration +6)

2nd (2/day)—*glitterdust* (DC 14), *heroism*

1st (4/day)—*liberating command*^{UC}, *remove fear*, *saving finale*^{APG}, *timely inspiration*^{APG}

0 (at will)—*detect magic*, *guidance*, *light*, *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 20

Feats Double Slice, Extra Performance, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics +6, Bluff +9 (versatile performance, +10 vs. Ulfen), Diplomacy +6 (+7 vs. Ulfen), Intimidate +8, Knowledge +7 (+8 about dwarves), Linguistics +5, Perception +4, Perform (sing) +9 (+10 vs. Ulfen), Perform (wind) +8 (+9 vs. Ulfen), Profession (sailor) +3, Sense Motive +9 (versatile performance, +10 vs. Ulfen), Spellcraft +5, Use Magic Device +6; **Armor Check** −1

Traits glint-tongued^{PoT}, warrior poet^{DoG}

Languages Common, Dwarven, Hallit, Skald

SQ bardic knowledge, rage power (superstition), uncanny dodge, versatile performance

Combat Gear alchemist's fire, *potion of fly*; **Other Gear** +1 chain shirt, *cloak of resistance* +1, *ring of protection* +1, *wand of cure*

light wounds (15 charges), mwk handaxes (2), cold iron handaxe, throwing axe, sling with 10 bullets, spell component pouch, backpack, waterskin, mwk horn, 14 gp 9 sp

SPECIAL ABILITIES

Inspired Rage As a standard action, Hakon can give all allies who accept it a +2 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a −1 penalty to AC. Allies can accept the bonuses and penalties on a round by round basis, but while accepting the song, they can't cast spells, use abilities requiring concentration, or use Intelligence-based skills, Dexterity-based skills (except Acrobatics, Fly, and Ride), or Charisma-based skills (except Intimidate). Once this song is active, he doesn't need to spend any action to maintain it but can end it at any time. He can use this ability for 17 total rounds each day, which need not be consecutive. Allies who have their own rage or bloodrage can use their own bonuses and penalties if they choose, but they can't use any of their other abilities like rage powers or blood casting.

Rage Powers When activating his inspired rage song, Hakon may choose to give all allies who accept the song's effects a +3 morale bonus on saving throws against spells, spell-like abilities, and supernatural abilities. If he does, they can't be a willing target of any spell and must attempt saving throws to resist all spells, even those cast by allies.

Song of Marching Hakon can perform for an hour (spending one of the raging song rounds he normally uses for inspired rage) in order to allow all allies within 60 feet to hustle while it counts as a walk.

Uncanny Dodge Hakon is not denied his Dex bonus before he acts in combat or against invisible opponents.

Warrior Poet Hakon gets a +1 to Fortitude saves while performing (already included).

Cure Light Wounds Hakon's wand heals 1d8+1 damage by touch.

Detect Magic Hakon can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round and then attempt to find out more on the round after that.

Glitterdust Creatures in a 10-foot radius take a −40 to Stealth and lose the benefit of *invisibility* and the like for 4 rounds. They are also blinded if they fail a DC 14 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Guidance Hakon can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Heroism Hakon can give a touched target a +2 morale bonus on attack rolls, saving throws, and skill checks for 40 minutes.



“The dance of my axes and your blood will provide excellent material for the next verse of my saga.”

Liberating Command As an immediate action, Hakon can pick an ally within 35 feet. That ally can spend an immediate action to make an Escape Artist check with a +8 competence bonus to escape restraints, bindings, or grapples.

Light An object Hakon touches sheds light for 40 minutes. He can't have more than one copy of this spell active at once.

Mage Hand After casting this spell, Hakon can move a nonmagical unattended object of 5 lbs. or less up to 15 feet as a move action. While moving it in this way, the object must remain within 35 feet of Hakon.

Message Hakon can whisper messages to the target for 40 minutes as long as they remain within 140 feet and aren't obstructed, and the target can respond each time Hakon sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

Prestidigitation Hakon can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his ale, or flavoring his meat.

Remove Fear Hakon selects two creatures within 35 feet of Hakon and within 30 feet of each other. Hakon suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

Saving Finale Hakon can spend an immediate action and end his current song to allow an ally who was affected by the song to reroll a failed saving throw.

Timely Inspiration Hakon can spend an immediate action to add a +1 competence bonus to a failed attack roll or skill check, which may allow it to succeed retroactively.

Past the Ironbound Archipelago, across the Steaming Sea, lies the Broken Bay, haven of scoundrels, raiders, cutthroats, and killers in the bloodiest viking traditions of the Lands of the Linnorm Kings. As a youth, Hakon waited impatiently to come of age and join the seasonal southern raids of his countrymen, eagerly absorbing the tales of distant lands they brought back with the plunder. The proud raiders boasted of desperate battles at sea, of ceaseless storms and sea monsters and foreign towns cloaked in sheets of cascading flames. Hakon committed these stories to memory, adding his own embellishments to create an oral history for his people—vowing to one day make a place for himself within it.

Key to Hakon's youthful mythology was Hrolf Harfargr, one of the few honorable huscarls of Broken Bay's despicable King Ingimundr the Unruly. Hakon was Hrolf's personal lorekeeper, and composed epic poems of the huscarl's encounter with the brine dragon Kelizar, his crushing victory at sea over Styrbjorn Threefingers, and his romance with his greatest rival, the viking hero White Estrid, with

whom he joined forces on a legendary run through a blockade at the Arch of Aroden.

To keep the memories fresh in his mind, Hakon embroidered representations of the stories into cloth badges sewn along the hem of his long coat. As he moved from badge to badge, Hakon added to the legend of his shipmates, who looked on in excitement with each of his tellings. The smiles and encouragement stung Hakon's heart, however, and what should have been pride was instead replaced with regret and shame—for Hrolf Harfargr intended that his personal skald would survive to tell his legend, and thus kept Hakon as far from danger as possible, always a witness, and never the participant he yearned to be.

Upon their return to the Lands of the Linnorm Kings from the extended Absalom expedition, the king ordered Harfargr to sea without his official lorekeeper and recorder of his legendary deeds. Instead, Ingimundr assigned Hakon's younger brother, Ostog, to take the skald's place at the oars.

Hrolf Harfargr, Ostog, and Hakon's old companions Bolgi and Bjarni set out on Girt Bearwearer's ship among a great armada of raiders with hungry eyes on the rich lands of the distant south. They never returned to the Broken Bay, but soon stories made their way to Hakon of a mutiny at sea in which Hrolf Harfargr and his allies attempted to take the longship from its wicked captain. Other stories made their way back to Bildt, too. Tales of a brash young warrior named Ostog the Unslain, a survivor of treachery at sea who somehow washed ashore in the Varisian town of Sandpoint and who immediately set about creating a legend of his own. Hakon had to know if the tales of Ostog's distant deeds were true, so he set off on a ship of his own to Sandpoint in an attempt to reunite with his brother.

Hakon and a band of companions followed Ostog all the way down Avistan's western coast, tracing his brother's footsteps in the drying blood of the young barbarian's dismembered enemies. Though Hakon has not yet caught up with Ostog, the skald's journeys have brought him his own measure of renown. In Nisroch he slew the dark druid Roverud. His twin axes—Hagrum's Keel and Limbrender—struck down the marsh giant Fogulnur, gaining Hakon the legendary Horn of Valenhall, a mystical artifact he only partially understands. Tales of these victories fill his companions with unparalleled battle spirit and combat prowess, further cementing Hakon's growing legend. Now the badges of Hakon's own exploits stand beside those of the true heroes of the Broken Bay, but the skald knows that his journeys must continue until his deeds shine like those of Hrolf Harfargr, White Estrid, and Ostog the Unslain. Only then will the Saga of Hakon be complete, daring those who come after him to even greater feats of bravery and legend.



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