

RANGER (LEVEL 1)

A gruff, taciturn loner, Harsk is atypical for a dwarf in that he prefers plains and forests over dark tunnels in the mountains.

HARSK

Male dwarf ranger 1

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); +4 dodge vs. giants
hp 12 (1d10+2)

Fort +5, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee battleaxe +3 (1d8+2/×3)

Ranged heavy crossbow +4 (1d10/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (giants +2)

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Rapid Reload (heavy crossbow)

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +3, Heal +6, Knowledge (geography) +4, Knowledge (nature) +4, Perception +6 (+8 to notice unusual stonework), Stealth +6, Survival +6 (+7 to follow tracks);

Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework; **Armor Check Penalty** –1

Traits killer, resilient*

Languages Common, Dwarven

SQ track +1*, wild empathy +0

Other Gear studded leather, battleaxe, heavy crossbow with 30 bolts, antitoxin, backpack, signal whistle, teapot, trail rations (4), 7 gp

* The effects of this ability are already calculated into Harsk's statistics.

SPECIAL ABILITIES

Favored Enemy Against giants, Harsk gets a +2 bonus on weapon attack rolls and weapon damage rolls. He also gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against giants, and can make Knowledge skill checks untrained when identifying giants.

Killer When Harsk confirms a critical hit, he deals an additional amount of damage equal to his weapon's critical modifier (+3 with his battleaxe or +2 with his heavy crossbow). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Rapid Reload Harsk can reload his heavy crossbow as a move action.

Wild Empathy Harsk can improve the attitude of an animal using wild empathy (like using Diplomacy works with people). His bonus for this check is +0. He can try influencing a magical beast with an Intelligence of 1 or 2, but takes a –4 penalty.

Harsk is an uncommon dwarf. He enjoys the wide skies of the open plains more than claustrophobic tunnels, prefers the taste of tea to alcohol, and handles his battles at range rather than in melee. As a young dwarf, he eschewed the company of his fellows, finding that few things made him happier than crouching in a tree stand with his bow, listening to the wind through the forest leaves and waiting for prey to wander by.

That all changed 20 years ago when his elder brother, a captain named Sigur, led a dwarven war band from Janderhoff against a small party of raiding giants. Out of affection, Sigur offered his less-experienced sibling the chance to come and prove himself as chief scout and second-in-command. Calm and peaceful by nature, Harsk turned him down, failing to see the honor his brother was doing him until several days after the company had departed. Traveling light and fast, Harsk caught up with his brother quickly—but not quickly enough. Misjudging the size and skill of the raiding party, Sigur had led his band into an ambush, where it was slaughtered to the last dwarf.

With his brother's blood still fresh on his hands, Harsk went mad with rage. That night, he stalked through the giants' camp like a vengeful wraith, slaughtering giant after giant with his crossbow before melting back into the forest, only to reappear elsewhere and take another victim. When the last giant was left gurgling in the dust, Harsk took up his brother's axe and slipped off into the trees, vowing to forever be the voice of justice in the wild places, to keep balance and prevent the sacrifices of noble warriors like his brother.

Harsk, like many of his kind, speaks little and has little time for niceties, but there ends most of his connection to dwarven society. Since he was a child, he's been inclined to keep his own company, and he prefers to spend his time outdoors, communing with nature, though he occasionally travels alongside others whose goals match his own. Uninterested in the beer and ale so strongly associated with dwarves in the minds of human society, Harsk instead drinks pot after pot of strong tea to keep his senses sharp. While he never lets his brother's axe out of his sight, he wields it only as a last resort, knowing his true skills lie in the hunt and striking from darkness.



“Gold’s fine, but give me a good hunt and a cup of strong tea afterward, and I’m content.”

RANGER (LEVEL 4)

A gruff, taciturn loner, Harsk is atypical for a dwarf in that he prefers plains and forests over dark tunnels in the mountains.

HARSK

Male dwarf ranger 4

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); +4 dodge vs. giants
hp 40 (4d10+12)

Fort +9, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +7 (1d8+2/+3)

Ranged +1 heavy crossbow +8 (1d10+1/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (giants +2)

Ranger Spells Prepared (CL 1st; concentration +3)
1st—*entangle* (DC 13)

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Reload (heavy crossbow)

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +6, Heal +9, Knowledge (geography) +7, Knowledge (nature) +7, Perception +9 (+11 to notice unusual stonework), Stealth +10, Survival +9 (+11 to follow tracks); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Traits killer, resilient*

Languages Common, Dwarven

SQ favored terrain (mountain +2), hunter's bond (animal companion), track +2*, wild empathy +3

Combat Gear *potions of cure light wounds* (3), *potions of pass without trace* (2), +2 screaming bolts (3), smokestick; **Other Gear** +1 studded leather, mwk battleaxe, +1 heavy crossbow with 30 bolts, cloak of resistance +1, antitoxin, backpack, signal whistle, teapot, trail rations (4), 36 gp

* The effects of this ability are already calculated into Harsk's statistics.

SPECIAL ABILITIES

Favored Enemy Against giants, Harsk gets a +2 bonus on weapon attack rolls and weapon damage rolls. He also gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against giants, and can make Knowledge skill checks

untrained when identifying giants.

Animal Companion Harsk's badger animal companion, Biter, possesses the following statistics: **Size** Small; **AC** 16; **hp** 15; **Fort** +5, **Ref** +6, **Will** +1; **Speed** 30 ft., burrow 10 ft., climb 10 ft.; **Melee** bite +2 (1d4), 2 claws +2 (1d3); **Special Attacks** rage 6 rounds/day; **Str** 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10; **Feats** Toughness; **Skills** Climb +8, Perception +6; **SQ** link, low-light vision, scent, share spells, tricks (attack [all creatures], come, defend, guard, heel, stay)

Endurance Harsk can sleep in light or medium armor without becoming fatigued, and gets a +4 bonus on checks related to his endurance, described in detail on page 122 of the *Pathfinder RPG Core Rulebook*.

Favored Terrain When in mountains, Harsk can't be tracked and gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks.

Killer When Harsk confirms a critical hit, he deals an additional amount of damage equal to his weapon's critical modifier (+3 with his battleaxe or +2 with his heavy crossbow). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Point-Blank Shot Harsk gets a +1 bonus on attack and damage rolls with ranged weapons at ranges up to 30 feet.

Precise Shot Harsk can make ranged weapon attacks against targets engaged in melee without taking the normal –4 penalty to the attack roll.

Rapid Reload Harsk can reload his heavy crossbow as a move action.

Wild Empathy Harsk can improve the attitude of an animal using wild empathy (like using Diplomacy works with people). His bonus for this check is +3. He can try influencing a magical beast with an Intelligence of 1 or 2, but takes a –4 penalty.

As a young dwarf, Harsk eschewed the company of his fellows, finding that few things made him happier than crouching in a tree stand with his bow, waiting for prey to wander by. His elder brother, a captain named Sigur, led a dwarven war band from Janderhoff against a small party of raiding giants. Sigur offered his less-experienced sibling the chance to prove himself as second-in-command. Harsk turned him down, failing to see the honor his brother was doing him until after the company had departed. Harsk caught up quickly—but not quickly enough. Sigur had led his band into an ambush, where it was slaughtered. Harsk went mad with rage. That night, he stalked through the giants' camp, slaughtering giant after giant before melting back into the forest. When the last giant was left gurgling in the dust, Harsk took up his brother's axe and slipped off into the trees, vowing to prevent any more sacrifices of noble warriors like his brother.



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RANGER (LEVEL 7)

A gruff, taciturn loner, Harsk is atypical for a dwarf in that he prefers plains and forests over dark tunnels in the mountains.

HARSK

Male dwarf ranger 7

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural); +4 dodge vs. giants

hp 67 (7d10+21)

Fort +11, **Ref** +10, **Will** +8; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee +1 battleaxe +10/+5 (1d8+3/×3)

Ranged +2 heavy crossbow +12 (1d10+2/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (fey +2, giants +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*

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

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 22 (26 vs. bull rush, 26 vs. trip)

Feats Endurance, Far Shot, Improved Precise Shot, Iron Will*, Point-Blank Shot, Precise Shot, Rapid Reload (heavy crossbow)

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +9, Heal +12, Knowledge (geography) +10, Knowledge (nature) +10, Perception +12 (+14 to notice unusual stonework), Stealth +13, Survival +12 (+15 to follow tracks); **Racial**

Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Traits killer, resilient*

Languages Common, Dwarven

SQ favored terrain (mountain +2), hunter's bond (animal companion), track +3*, wild empathy +6, woodland stride

Combat Gear *potions of cure moderate wounds* (4), *potions of pass without trace* (2), +2 *screaming bolts* (4), smokestick, tanglefoot bag; **Other Gear** +2 *studded leather*, +1 *battleaxe*, +2 *heavy crossbow* with 30 bolts, *amulet of natural armor* +1, *cloak of resistance* +2, antitoxin, backpack, signal whistle, teapot, trail rations (4), 169 gp

* The effects of this ability are already calculated into Harsk's statistics.

SPECIAL ABILITIES

Favored Enemy Against giants, Harsk gets a +4 bonus on weapon

attack rolls and weapon damage rolls. He also gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against giants, and can make Knowledge skill checks untrained when identifying giants. He gains similar benefits against fey, but with only a +2 bonus.

Animal Companion Harsk's badger animal companion, Biter, possesses the following statistics: **Size** Medium; **AC** 17; **hp** 34; **Fort** +7, **Ref** +7, **Will** +2; **Speed** 30 ft., burrow 10 ft., climb 10 ft.; **Melee** bite +7 (1d6+3), 2 claws +6 (1d4+3); **Special Attacks** rage 6 rounds/day; **Str** 16, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10; **Feats** Toughness, Weapon Focus (bite); **Skills** Climb +11, Perception +8; **SQ** link, low-light vision, scent, share spells, tricks (attack [all creatures], come, defend, fetch, guard, heel, stay)

Endurance Harsk can sleep in light or medium armor without becoming fatigued, and gets a +4 bonus on checks related to his endurance, described in detail on page 122 of the *Pathfinder RPG Core Rulebook*.

Far Shot Harsk takes only a –1 penalty per range increment between him and his target on ranged attacks.

Favored Terrain When in mountains, Harsk can't be tracked and gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks.

Improved Precise Shot Harsk's ranged attacks ignore the AC bonus targets get from anything less than total cover, and also ignore the miss chance granted by anything less than total concealment.

Killer When Harsk confirms a critical hit, he deals an additional amount of damage equal to his weapon's critical modifier (+3 with his battleaxe or +2 with his heavy crossbow). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Point-Blank Shot Harsk gets a +1 bonus on attack and damage rolls with ranged weapons at ranges up to 30 feet.

Precise Shot Harsk can make ranged weapon attacks against targets engaged in melee without taking the normal –4 penalty to the attack roll.

Rapid Reload Harsk can reload his heavy crossbow as a move action.

Wild Empathy Harsk can improve the attitude of an animal using wild empathy (like using Diplomacy works with people). His bonus for this check is +6. He can try influencing a magical beast with an Intelligence of 1 or 2, but takes a –4 penalty.

Woodland Stride Harsk can move through nonmagical undergrowth at normal speed and without taking damage.

As a young dwarf, Harsk found that few things made him happier than hunting game with his bow. When his brother Sigur led a



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dwarven war band against raiding giants, he offered Harsk the chance to prove himself, but Harsk turned him down. Sigur led When Harsk later found his dear brother's party all slain, he went man, slaughtering giant after giant before melting back into the forest. When the last giant was left gurgling in the dust, Harsk took up his brother's axe and slipped off into the trees, vowing to prevent any more sacrifices of noble warriors like his brother.