

SKALD LEVEL 1

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 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 10 (1d8+2)

Fort +3 (+4 while performing), **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee handaxe +2 (1d6+3/×3) and handaxe +2 (1d6+1/×3) or handaxe +4 (1d6+3/×3)

Ranged sling +2 (1d4+3)

Special Attacks raging song (inspired rage +1 [+2 Str/Con]), 11 rounds /day

Skald Spells Known (CL 1st; concentration +3)

1st (2/day)—*saving finale*^{APG}, *timely inspiration*^{APG}

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

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +3; **CMD** 15

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

Skills Bluff +6 (+7 vs. Ulfen), Intimidate +8, Knowledge (all) +2 (+3 about dwarves), Perception +3, Perform (wind) +6 (+7 vs. Ulfen), Profession (sailor) +3, Use Magic Device +6; **Armor Check** –2

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

Languages Common, Dwarven, Skald

SQ bardic knowledge

Combat Gear alchemist's fire; **Other Gear** chain shirt, handaxe (2), spell component pouch, sling with 10 bullets, backpack, horn, 5 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 +1 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 11 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.

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

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.

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.

Light An object Hakon touches sheds light for 10 minutes. He can't have more than one copy of this spell active at once.

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

Saving Finale Hakon can spend an immediate action and end his inspired rage to allow an ally who was affected by inspired rage 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.

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. 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 all know of his deeds. Only then will the Saga of Hakon be complete, daring those who come after him to even greater feats of bravery and legend.



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