

NPC Codex, Ranger (Level 1)



HARSK

DWARF RANGER 1

Medium humanoid (dwarf) LN

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

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged heavy crossbow +4 (1d10/19–20)

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

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others.

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

Skills Handle Animal +3, Heal +6, Knowledge (geography, nature) +4,

Perception +6 (+8 to notice unusual stonework), Stealth +6, Survival +6

Languages Common, Dwarven

SQ track +1, wild empathy +0

Gear studded leather, battleaxe, heavy crossbow with 30 bolts, antitoxin, backpack, smokestick, trail rations (4), signal whistle, tea pot, 11 gp

Harsk is a gruff and driven dwarf, following a vow of justice to avenge his brother's death at the hands of giants. He prefers tea to ale, wanting to keep his senses sharp. Harsk's nature bond class ability is with his badger, Biter; animal companion stat blocks for badgers at effective druid levels 4 and 9 (ranger levels 7 and 12) are in Appendix 1. You may instead select companions to replace the animal companion (see the hunter's bond ability on page 66 of the Core Rulebook).



Favored Enemy (Ex): At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

Track (Ex): A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex): A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.