



CHARACTER			
NAME Helg		PLAYER Scott David Gray	
CLASS/LEVEL Ranger 1		ANCESTRY Dwarf	
BACKGROUND Hunter		ALIGNMENT Neutral Good	
SIZE Medium		AGE 70	HEIGHT 50
GENDER Male		HAIR Ruddy blond with full braided beard	WEIGHT 185
EYES Dark brown		SKIN Weathered	
LANGUAGE(S) Common, Dwarven			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	14	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
22	22	0

SENSES						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
Perception (Wis)	+5	= +2	●●●●	+2	+0	

SAVING THROWS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
Fort (Con)	+4	= +2	●●●●	+2	+0	
Ref (Dex)	+4	= +2	●●●●	+2	+0	
Will (Wis)	+5	= +2	●●●●	+2	+0	

ARMOR CLASS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
TAC TOUCH ARMOR CLASS	13	= 10	+2	●●●●	+1	+0
AC ARMOR CLASS	14	= 10	+2	●●●●	+1	+1

SKILLS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC	
<input checked="" type="checkbox"/> ACROBATICS (DEX)	+3	= +2	●●●●	+1	+0	
<input type="checkbox"/> ARCANA (INT)	-1	= +0	●●●●	-1	+0	
<input checked="" type="checkbox"/> ATHLETICS (STR)	+4	= +3	●●●●	+1	+0	
<input checked="" type="checkbox"/> CRAFTING (INT)	+1	= +0	●●●●	+1	+0	
<input type="checkbox"/> DECEPTION (CHA)	-2	= -1	●●●●	-1	+0	
<input type="checkbox"/> DIPLOMACY (CHA)	-2	= -1	●●●●	-1	+0	
<input checked="" type="checkbox"/> HUNTING LORE (INT)	+1	= +0	●●●●	+1	+0	
<input type="checkbox"/> INTIMIDATION (CHA)	-2	= -1	●●●●	-1	+0	
<input type="checkbox"/> MEDICINE (WIS)	+2	= +3	●●●●	-1	+0	
<input checked="" type="checkbox"/> NATURE (WIS)	+4	= +3	●●●●	+1	+0	
<input type="checkbox"/> OCCULTISM (INT)	-1	= +0	●●●●	-1	+0	
<input type="checkbox"/> PERFORMANCE (CHA)	-2	= -1	●●●●	-1	+0	
<input type="checkbox"/> RELIGION (WIS)	+4	= +3	●●●●	+1	+0	
<input type="checkbox"/> SOCIETY (INT)	-1	= +0	●●●●	-1	+0	
<input checked="" type="checkbox"/> STEALTH (DEX)	+1	= +2	●●●●	-1	+0	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+4	= +3	●●●●	+1	+0	
<input type="checkbox"/> THIEVERY (DEX)	+1	= +2	●●●●	-1	+0	
<input checked="" type="checkbox"/> Signature skill <input type="checkbox"/> Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
Double Slice One attack with each weapon, -2 to second if not agile. Combine damage and enhancements.	
Hunt Target You gain the Hunt Target action, granting you an advantage against a foe.	
(1) HUNT TARGET [Ranger] Requirements You can see or hear the target. You designate a single creature within 100 feet as your target and focus your attacks	


ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	16	+3
DEX Dexterity	14	+2
CON Constitution	14	+2
INT Intelligence	10	+0
WIS Wisdom	16	+3
CHA Charisma	8	-1

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
0	0	0	-1	+1




EQUIPMENT	
NAME	BULK
Weapons	
Fist (Trained)	
Hatchet (Trained)	L
Hatchet (Trained)	L
Shortbow (Trained)	1.75
Whip (Trained)	1
Armor	
Leather (Trained)	1
Gear	
Artisan's tools	8
Backpack (29 @ 1.5 blk)	L
Bedroll	L
Climbing kit	1
Clothing, ordinary (2 @ 1.7 blk)	—
Flint and steel	—
Repair kit	—
(15×) Sack (empty)	0.3
(10×) Torch	L
Waterskin	L
	5/13 bulk

WEALTH
0 cp 0 sp 0 gp 0 pp

OTHER

	Survey Wildlife Spend 10 minutes assessing the area around you to find out what animals are nearby.
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WEAPONS	
NAME	WEAPON PROPERTIES
Fist (Trained)	Melee +4 / +0 / -4
	Damage 1d4+3 B
	Critical 2d4+6
	Traits Agile, finesse, nonlethal, unarmed
Hatchet (Trained)	Ranged +3 / -1 / -5 S
	Damage 1d6+3 S
	Critical 2d6+6
	Melee +4 / +0 / -4
	Damage 1d6+3 S
	Critical 2d6+6
	Traits Agile, sweep, thrown (10 ft.)
Hatchet (Trained)	Ranged +3 / -1 / -5 S
	Damage 1d6+3 S
	Critical 2d6+6
	Melee +4 / +0 / -4
	Damage 1d6+3 S
	Critical 2d6+6
	Traits Agile, sweep, thrown (10 ft.)
Shortbow (Trained)	Ranged +3 / -2 / -7 P
	Damage 1d6 P
	Critical 2d6+1d10
	Traits Deadly d10
Whip (Trained)	Melee +4 / -1 / -6
	Damage 1d4+3 S
	Critical 2d4+6
	Traits Disarm, finesse, nonlethal, reach, trip

ACTIONS, REACTIONS AND ACTIVITIES	
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	(1) HUNT TARGET [Ranger] Requirements You can see or hear the target. You designate a single creature within 100 feet as your target and focus your attacks
	Survey Wildlife Spend 10 minutes assessing the area around you to find out what animals are nearby.

WEAPON PROFICIENCIES	ARMOR PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons	TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, Unarmored defense

ABILITIES AND FEATS
Darkvision You can see in the dark (black and white only).
Double Slice One attack with each weapon, -2 to second if not agile. Combine damage and enhancements.
Hunt Target You gain the Hunt Target action, granting you an advantage against a foe.
(1) HUNT TARGET [Ranger] Requirements You can see or hear the target. You designate a single creature within 100 feet as your target and focus your attacks
Mountain Roots If forced you to move 10ft or more, you move only half the distance.
Survey Wildlife Spend 10 minutes assessing the area around you to find out what animals are nearby.

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS		NOTES
EXPERIENCE	NEXT LEVEL	
0 XP	3 XP	
Gained:		

EQUIPMENT DESCRIPTIONS
Weapons
Fist
Hatchet
Hatchet
Shortbow
Whip
Armor
Leather
Gear
Artisan's tools
You can create items from raw materials using artisan's tools. This involves using the Crafting skill to Craft the items. Expert artisan's tools give you a +1 item bonus to the check, and master tools give you a +2 item bonus. Different sets might be needed for different kinds of work, as determined by the GM; for example, blacksmith's tools differ from woodworker's tools.
Backpack (29 @ 1.5 blk)
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Bedroll
Climbing kit
This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.
Clothing, ordinary
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Repair kit
A repair kit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair kit to Repair items using the Crafting skill. An expert repair kit gives you a +1 item bonus to the check.
Sack (empty)
A sack can hold up to 8 Bulk worth of items. A sack containing 2 Bulk or less can be worn on the body, usually tucked into a belt. You can carry a sack with one hand, but you must use two hands to transfer items in and out.
Torch
A torch sheds bright light in a 20-foot radius. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.
Waterskin

ABILITY DESCRIPTIONS

Darkvision

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block darkvision. However, a creature with greater darkvision can see through even these forms of magical darkness

Double Slice

Make one Strike with each of the required weapons, both at your current multiple attack penalty. The second Strike takes a –2 circumstance penalty if the weapon doesn't have the agile trait. If both attacks hit, combine the damage and add any applicable enhancements from both weapons. For purposes of resistances and weaknesses, this is considered to be a single Strike. This counts as two attacks when calculating your multiple attack penalty.

Hunt Target

You gain the Hunt Target action, granting you an advantage against a foe.

(1) HUNT TARGET

[Ranger] **Requirements** You can see or hear the target.

You designate a single creature within 100 feet as your target and focus your attacks against that creature. While hunting that creature, you gain benefits for focusing your attacks. As long as all your attacks in a round are against target you're hunting, the multiple attack penalty you take on the second attack is -4 (-3 with an agile weapon) instead of -5, and -8 (-6 with an agile weapon) instead of -10 on the third and any further attacks in the round. You also ignore the penalty for making ranged attacks against the target you're hunting within your second range increment. You also gain a +2 circumstance bonus to Perception checks when you Seek your target and a +2 circumstance bonus to Survival checks when you Track your target.

You can have only one creature designated as the target of your hunt at a time. If you use Hunt Target against a creature when you already have a creature designated, the prior creature loses the designation and the new target gains the designation. In any case, this designation lasts until your next daily preparation (see page 332).

Mountain Roots

You can plant your feet on the ground to become nearly immovable. You gain a +2 circumstance bonus to your Fortitude or Reflex DC whenever anyone attempts to Shove or Trip you. This bonus also applies to saves against spells or effects that attempt to knock you prone. In addition, if any ability or effect would force you to move 10 feet or more in any direction, you are moved only half the distance.

Survey Wildlife

You can spend 10 minutes assessing the area around you to find out what animals are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM.

Success You identify one or two types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. If you have the master proficiency rank in Survival, you can also identify one type of more intelligent and dangerous beast in the environment.

Critical Success You identify three or four types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. If you have the master proficiency rank in Survival, you can also identify one type of more intelligent and dangerous beast in the environment.