

Name: Helg
Ancestry: Dwarf
Class: Ranger
Background: Hunter
Special Initiative Bonus: +0
AC: 14
TAC: 13
Fort: +4
Hit Points: 22
Hero Points: 1/3
Perception: +5 [Expert]
Languages: Common, Dwarven
Skills:

Played By: Scott David Gray
Gender: Male
Size: Medium 5'2" 185 lbs
Home Region: Varisia

PFS: #14034-1507
Age: 70
Alignment: Chaotic Neutral

Reflex: +4
Will: +5
Resonance: 0
Speed: 20'

Str: +3 [16]	Acrobatics: +3 [Trained]	Nature: +4 [Trained]	Hunting Lore: +1 [Trained]
Dex: +2 [14]	Arcana: -1	Occultism: -1	Lore:
Con: +2 [14]	Athletics: +4 [Trained]	Performance: -2	Lore:
Int: +0 [10]	Crafting: +1 [Trained]	Religion: +4 [Trained]	Lore:
Wis: +3 [16]	Deception: -2	Society: -1	Lore:
Cha: -1 [8]	Diplomacy: -2 [Trained]	Stealth: +1	Lore:
	Intimidation: -2	Survival: +4 [Trained]	Lore:
	Medicine: +2	Thievery: +1	Lore:

Weapons:

1 Hatchet:

+4/+0/-4 to hit [+4/+1/-2 hunted target]

1d6+3 [2d6+6] S

[+1 to attack new target on attack 2 or 3]

Agile, Sweep, Thrown 10'

Double-Slice Hatchet:

+4/+4 to hit

1d6+3 [2d6+6] S

[+1 to attack new target on attack 2 or 3]

Agile, Sweep, Thrown 10'

Whip:

+4/-1/-6 to hit [+4/+0/-4 hunted target]

1d4+4 [2d4+8] S

Nonlethal, Reach, Trip

Fist:

+4/+0/-4 to hit [+4/+1/-2 hunted target]

1d4+3 [2d4+6] B

Agile, Finesse, Nonlethal, Unarmed

Ranged Shortbow:

+3/-2/-7 to hit [+3/+1/-5 hunted target]

1d6 [2d6+d10] P

Deadly d10

Free actions:

Maintain Balance [Acrobatics, free] +3
Delay Drop Item Speak
Reload shortbow

Reactions:

Grab Edge [Acrobatics, reaction] +3
Aid [after having prepared to help] Arrest a Fall

1 Actions:

Recall Knowledge [Arcana, action] -1	Create a Diversion [Deception, action] -2	
Recall Knowledge [Lore, action] +1	Lie [Deception, action] -2	
Recall Knowledge [Nature, action] +4	Request [Diplomacy, action] -2	
Recall Knowledge [Occultism, action] -1	Demoralize [Intimidate, action] -2	
Recall Knowledge [Religion, action] +4	Administer First Aid [Medicine, action] +2	
Recall Knowledge [Society, action] -1	Command an Animal [Nature, action] +4	
Balance [Acrobatics, action] +3	Handle an Animal [Nature, action] +4	
Escape [Acrobatics, action] +3	Perform [Performance, action] -2	
Tumble through [Acrobatics, action] +3	Conceal an Object [Stealth, action] +1	
Break Grapple [Athletics, action] +4	Hide [Stealth, action] +1	
Break Open [Athletics, action] +4	Sneak [Stealth, action] +1	
Climb [Athletics, action] +4	Palm an Object [Thievery, action] +1	
Grapple [Athletics, action] +4	Steal an Object [Thievery, action] +1	
High Jump [Athletics, action] +4	Maneuver in Fight [Acrobatics, trained, action] +3	
Shove [Athletics, action] +4	Disarm [Athletics, trained, action] +4	
Swim [Athletics, action] +4	Cover Tracks [Survival, trained, action] +4	
Trip [Athletics, action] +4	Track [Survival, trained, action] +4	
Assist	Stand	Burrow
Crawl	Step	Fly
Drop Prone	Stride	Mount
Interact	Strike	Point Out
Leap	Take Cover	
Seek	Breathe Deep	

Hunt Target [Reduce multi-attack penalty by -1/-2 until target is switched; only one at a time]

2 Actions:

Long Jump [Athletics, action] +4
Ready
Double Slice

3 Actions:**Activities:**

Squeeze [Acrobatics, activity] +3	Survive in the Wild [Survival, activity] +4
Repair [Crafting, activity] +1	Identify Magic [Nature, trained, activity] +4
Impersonate [Deception, activity] -2	Identify Magic [Religion, trained, activity] +4
Gather Information [Diplomacy, activity] -2	Learn a Primal Spell [Nature, trained, activity] +4
Make an Impression [Diplomacy, activity] -2	Learn a Divine Spell [Religion, trained, activity] +4
Coerce [Intimidate, activity] -2	Read Scripture [Religion, trained, activity] +4
Subsist on the Streets [Society, activity] -1	Practice a Trade [Lore, trained, activity] +1
Sense Direction [Survival, activity] +4	