

Bjorn "the Unlucky" Snaevald

Human (Ulfen) Spirit Ranger 5

Chaotic Good, Age 16, Height 6'2", Weight 200, Prays to Desna

Init +1; **Senses** Perception +12

Defense

AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 dex)

hp 42 (5d10+15) [rolls: 10, 5, 2, 7, 3]

Fort +6, **Ref** +5, **Will** +3

Offense

Speed 20 ft. (reduced by armor)

Melee +1 *flail* +10 (1d8+5/x2) or

+1 *flail* +8 (1d8+5/x2) and *spiked shield* +7 (1d4+4/x2)

Ranged +1 *returning starknife* +7 (1d4+5/x3; 20 ft. range)

Special Attacks favored enemy (animal +2, human +4)

Ranger Spells Prepared (CL 2nd, Concentration +4)

1st – Longstrider, Resist Energy

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 14, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** 20

Feats Alertness, Double Slice, Endurance, Improved Shield Bash, Toughness, Two Weapon Fighting

Skills Acrobatics +10, Climb +10, Craft (trophies) +6, Handle Animal +3, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +7, Perception +12, Ride +5, Sense Motive +13, Spellcraft +5, Stealth +5, Survival +10, Swim +9

Languages Common, Skald (note: skald & dwarven speakers can converse with difficulty)

SQ favored terrain (cold +2), spirit bond, track +2, wild empathy +4

Traits Rescued (Shalelu, +1 to acrobatics), World Traveler (+1 to sense motive)

Combat Gear [50 pounds] +1 *flail*, *spiked shield* (+1 *spiked light steel shield*), +1 *returning starknife*, *healing gem* (2d8+5, 3 charges, command word "Vudrith"), breastplate, vial of holy water, flask of alchemist's fire

Other Gear [57 pounds] backpack, bedroll, blanket (winter), cold-weather outfit, fishhook, flint & steel, goggles (smoked), signal horn, silk rope (50 feet), spade, tent (small), traveler's outfit

Wealth and Treasures set of false teeth (as a ward against fairies), set of gold teeth, pet puppy ("Nifflebark"), demon tooth necklace, worn battleaxe, battered spiked light steel shield, javelins (2), 117 platinum, 9 gold, 3 silver

Campaign Notes

Relationships Ameiko -3, Koya +2, Sandru +1, Shalelu +9 (friendship), Kelda Oxcutter +1, Spivey +1

Aspects archetype (young viking hunter, more spiritual than he lets on), trouble (terrible luck, particularly in romance), motivation (insatiable curiosity about the world)

Fate Points 3