

### Bjorn the Unlucky.txt

Bjorn is a kid Shalelu pulled out of a shipwreck a year or so ago, and he's been hanging around Sandpoint ever since. He grew up in the lands of the linnorm kings. As a young child, he got lost from his village. Nearly dying from the cold and cornered by a wolf, the boy was rescued by a dryad, who sent him back on his way to his village. He grew up as a hunter, and seems promising enough at it, but dissatisfied with a quiet country life. Beset by comical misfortunes, but occasional swings of great luck, he remains convinced that the fairies are watching over him. At 15 he ran away from home and stowed away on a merchant ship on its way back south. When it ran aground near sandpoint, he washed ashore with the wreckage where Shalelu found him. The rest of the surviving crew salvaged what supplies they could and left south on foot. They left Bjorn behind - he's not crew, and worse, he's bad luck.

### Bjorn the Unlucky

CG human spirit ranger

Age: 16, Height: 5'8", Weight: 170

Str 17, Dex 13, Con 14, Int 12, Wis 14, Cha 9

### Aspects:

Archetype: Young viking hunter, more spiritual than he lets on

Trouble: Strange luck

Motivation: Insatiable curiosity about the world

Feats: Toughness, Improved Shield Bash

Traits: Rescued (by Shalelu), world Traveler

Relationships: Shalelu +3

Skills: Acrobatics +6\*, Climb +7\*, Knowledge (geography) +5, Knowledge

(nature) +5, Perception +6, Sense Motive +7, Stealth +5\*, Survival +6  
(-5 armor check)

Class Features: Favored Enemy (animals), Track, wild Empathy

Equipment: Battleaxe, Scale Mail, Light Spiked Steel Shield, 3

javelins,

Grappling Hook & 50 ft. of silk rope, explorer's outfit, flint & steel,

backpack, 54 gold

HP 16

AC 17

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Fort +4, Ref +3, Will +2

Melee: Battleaxe +4 (1d8+3 / x3) or Shield Bash +4 (1d4+1)  
Ranged: Javelin +2 (1d6+3), 30 ft range increment