

Appearance

Angweld is not the most fastidious fellow around. Given that he spends most of his time out away from the rest of his community, he maintains what hygiene is necessary.

He has black hair, wears stained leathers, but has a well maintained chain shirt over those.

He wears a brace of throwing axes, and carries a shield.

Black hair, average dwarfy height, and normal dwarfy weight round out his appearance.

He is taciturn, using exactly as many words as he needs in a given situation, but no more. Used to not talking to anyone on his scouting duties for an extended period, he is not in the least bit gregarious.

Background:

Angweld harkens from a small settlement in the northern end of the Five Kings Mountains.

Wanderlust manifested itself early on in his youth, and he apprenticed under a local hunter/trapper, and learned woodcraft.

Over time his wanderlust grew and he got to wandering further. Eventually leaving the community, and taking on occasional scout jobs for caravans. In due course he found himself in a Brevoy tavern at the end of one of his caravan runs.

Angweld

Dwarfy fighter 1/slayer 1/gestalt 1 (*Pathfinder RPG Advanced Class Guide* 53)

NG Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)

hp 13 (1d10+3)

Fort +6, **Ref** +6, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, lesser, hardy

Offense

Speed 20 ft.; swift as shadows

Melee handaxe +5 (1d6+4/×3)

Ranged throwing axe +4 (1d6+4)

Special Attacks studied target +1 (1st, move action)

Statistics

Str 18, **Dex** 17, **Con** 17, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 18

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3 (-1 to jump), Climb +4, Craft (traps) +2, Knowledge (geography) +4, Perception +5, Ride +3, Sense Motive +5, Stealth +3, Survival +5; **Racial Modifiers** greed, stonecunning

Languages Common, Dwarven

SQ track +1

Combat Gear acid (2), alchemist's fire (2), antiplague^{APG} (2), antitoxin (2), caltrops, cold iron (4);

Other Gear chain shirt, heavy steel shield, handaxe, throwing axe (3), bear trap^{APG}, camouflage netting^{UE}, fishhook (5), hemp rope (50 ft.), masterwork backpack^{APG}, twine (50')^{APG} (2), 113 gp

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white only).

Defensive Training, Lesser (Dwarf) (Ex) Gain a +4 dodge bonus to AC vs. humanoids of the chosen subtype.

Greed (Ex) +2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy (Ex) +2 to save vs. poison, spells, and spell like abilities.

Point-Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Stonecunning (Ex) +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

Studied Target +1 (move action, 1 at a time) (Ex) Study foe as a Move action, gain +1 to att/dam & some skills vs. them.

Swift as Shadows (Ex) Reduce the penalty for Stealth while moving by 5 and reduce the penalty for sniping by 10.

Track +1 Add the listed bonus to survival checks made to track.

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