



Avalon Characters

Pahk

By
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Raised in a sexist desert nomad culture, Pahk has no last name. But rather than feeling oppressed, she doesn't see why she would need one: everyone knows that she is the daughter of Sheik Tutkul. With her father's love and indulgence she has grown up with more freedom than a normal nomad woman. She is a skilled equestrian and wields a scimitar.

Pahk is proficient with light armor and owns a suit of studded leather. But because she was raised in the scorching deserts, she doesn't wear armor, or much else, unless combat is inevitable.

Pahk turns to adventuring because despite her skills, she is still looked down upon as a woman in nomad society.

Feats Mounted Combat, Two Weapon Fighting

Skills Handle Animal +5, Perception +5, Perform (Belly Dancing) +2, Ride +6, Stealth +6, Survival +5 (+6 to follow tracks)

Languages Common

Special Abilities

Favored Enemy (Ex) (Humans) Pahk gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them.

Track (Ex) A ranger adds 1/2 her level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex) A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds her ranger level and charisma bonus to determine the wild empathy check result.

Pahk
Human Ranger
1st level

CG Medium Humanoid (Human, Chaotic Good)
EXP 400 CR 1

Inti; +2 **Senses** normal **Perception** +5

Defense

AC 15, touch 12, flatfooted 13 (+2 Dex, +3 Armor)

hp 11 (1d10+1)

Fort +2 **Ref** +4 **Will** +1

Offense

Speed 30 ft

Melee +3 Scimitar (1d6+2/18-20) OR fighting two handed -1 scimitar (1d6+2/18-20), -1 scimitar (1d6+1/18-20)

Ranged +3 shortbow (1d6/x3)

Statistics

Str 14 **Dex** 15 **Con** 10 **Int** 10 **Wis** 12 **Cha** 13

Base Atk +1 **CMB** +3 **CMD** 15

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