

SIGMUND D'AVENANT**CR 11****XP 12,800**

Male dwarf ranger 6/horizon walker 6

N Medium humanoid (dwarf)

Init +5; **Senses** darkvision 120 ft.; Perception +1

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex)
hp 100 (12d10+30)**Fort** +10, **Ref** +12, **Will** +6**DR** 2/adamantine

OFFENSE

Speed 20 ft.**Melee** mwk longsword +12/+7/+2 (1d8/19-20)**Ranged** *Widowmaker* +13/+13/+8/+3
(1d8+9/19-20)**Special Attacks** favored enemy (humanoid [orc]) +4, favored enemy (humanoid [goblinoid]) +2, hatred

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +11; **CMB** +11; **CMD** 16 (20 vs. grapple)**Feats** Blind Fight, Deadly Aim, Dodge, Endurance, Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (light crossbow)**Skills** Climb +19, Escape Artist +9, Knowledge (dungeoneering) +15, Knowledge (geography) +15, Knowledge (nature) +15, Perception +17, Survival +17; **Racial Modifier** +2 on Appraise to determine the price of nonmagical goods that contain precious metals or gemstones**Languages** Common, Dwarven**SQ** favored terrain (cold) +2, favored terrain (jungle) +4, favored terrain (mountains) +6, favored terrain (swamp) +2, favored terrain (underground) +8, greed, hunter's bond (companions), slow and steady, stonecunning, terrain dominance (mountain, underground), terrain mastery (jungle, mountain, underground), track, weapon familiarity, wild empathy**NPC Gear** +3 *studded leather armor*, *belt of incredible dexterity* +2, masterwork longsword, *Widowmaker* (+3 *light crossbow*) with 50 bolts