

Elec Mournbringer

Character Name

Ranger 1

CLASS

Tartarus

Player Name

Half-Elf / Humanoid

RACE

Ehlonna

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

5' 10" / 130 lbs.

HEIGHT / WEIGHT

Deity's

Alignment

Low-Light Vision

VISION

1 (1) 0 / 1000

Character Level (CR)

EXP/NEXT LEVEL

25

AGE

Male

GENDER

Black

EYES

White, Tied up
bun

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	16	+3	16	+3		
CON Constitution	14	+2	14	+2		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	8	-1	8	-1		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
8				Walk 20 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
16	16	13	13	10	3	0	3	0	0	0	0	0	0	0	0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
+3	+3	+3	+0				15	-3	0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+5	+2	+3	+0	+0	+0	
WILL (wisdom)	+1	+0	+1	+0	+0	+0	

ENCUMBRANCE	Medium	(rules applied)
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Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects

Conditional Combat Modifiers:
+2 damage against Animal

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+3	+1	+2	+0	+0	0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+4	+1	+3	+0	+0	0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+3	+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3+2	20/x2	5 ft.

*Axe, Throwing		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+3	1d6+2	2W-P-(OH)	-3	1d6+2	
1H-O	-1	1d6+1	2W-P-(OL)	-1	1d6+2	
2H	+3	1d6+2	2W-OH	-5	1d6+1	
		10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+4	+2	+0	-2	-4	
Dam	1d6+2	1d6+2	1d6+2	1d6+2	1d6+2	

Special Properties: A throwing axe is lighter than a handaxe and balanced for throwing. Gnome fighters often use throwing axes for both melee and ranged attacks.

*Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+3	1d6+2	2W-P-(OH)	-3	1d6+2	
1H-O	-1	1d6+1	2W-P-(OL)	-1	1d6+2	
2H	+3	1d6+2	2W-OH	-7	1d6+1	

Special Properties: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolt (10) (A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.)						
Range: 30 ft.	To Hit: +4	Damage: 1d8				
80 ft.	+2	1d8	1d8	1d8	1d8	
TH	+4	+2	+0	-2	-4	
Dam	1d8	1d8	1d8	1d8	1d8	
480 ft.	-8	1d8	1d8	1d8	1d8	
TH	-6	-8	-10	-12	-14	
Dam	1d8	1d8	1d8	1d8	1d8	

Special Properties: Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather	Light	+3	+5	-1	15

TOTAL SKILLPOINTS: 28	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	1	=	1	
✓	Balance	DEX	0	=	3	+ -3
✓	Bluff	CHA	-1	=	-1	
✓	Bluff (Animal)	CHA	1	=	-1	+ 2
✓	Climb	STR	1	=	2	+ 2 -3
✓	Concentration	CON	4	=	2	+ 2
✓	Craft (Untrained)	INT	1	=	1	
✓	Diplomacy	CHA	1	=	-1	+ 2
✓	Diplomacy (Wild Empathy (Magical Beasts))	CHA	-3	=	-1	+ -2
✓	Disguise	CHA	-1	=	-1	
✓	Escape Artist	DEX	0	=	3	+ -3
✓	Forgery	INT	1	=	1	
✓	Gather Information	CHA	1	=	-1	+ 2
✓	Handle Animal	CHA	0	=	-1	+ 1
✓	Heal	WIS	3	=	1	+ 2
✓	Hide	DEX	0	=	3	+ -3
✓	Intimidate	CHA	-1	=	-1	
✓	Jump	STR	-7	=	2	+ -9
✓	Knowledge (Dungeoneering)	INT	2	=	1	+ 1
✓	Knowledge (Geography)	INT	2	=	1	+ 1
✓	Knowledge (Nature)	INT	2	=	1	+ 1
✓	Knowledge (Untrained)	INT	1	=	1	
✓	Listen	WIS	4	=	1	+ 2 + 1
✓	Listen (Animal)	WIS	6	=	1	+ 2 + 3
✓	Move Silently	DEX	4	=	3	+ 4 -3
✓	Ride	DEX	4	=	3	+ 1
✓	Search	INT	4	=	1	+ 2 + 1
✓	Sense Motive	WIS	1	=	1	
✓	Sense Motive (Animal)	WIS	3	=	1	+ 2
✓	Spot	WIS	3	=	1	+ 1 + 1
✓	Spot (Animal)	WIS	5	=	1	+ 1 + 3
✓	Survival	WIS	3	=	1	+ 2
✓	Survival (Animal)	WIS	5	=	1	+ 2 + 2
✓	Swim	STR	-2	=	2	+ 2 -6
✓	Use Rope	DEX	5	=	3	+ 2

MAX RANKS: 4/2

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:
Wild Empathy is +0 for Animals and +4 for Magical Beasts

ARMOR

TYPE AC MAXDEX CHECK SPELL FAILURE

This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Axe, Throwing	Equipped	2	2 (4) / 8 (16)
A throwing axe is lighter than a handaxe and balanced for throwing. Gnome fighters often use throwing axes for both melee and ranged attacks.			
Rapier	Equipped	1	2 / 20
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.			
Studded Leather	Equipped	1	20 / 25
This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.			
Backpack	Equipped	1	2 / 2
26.5 lbs., 1 Rope, Hempen, 1 Waterskin (Filled), 1 Bedroll, 2 Torch, 5 Candle, 4 Rations (Trail/Per Day), 1 Flask (Empty), 1 Flint and Steel			
Rope, Hempen	Backpack	1	10 / 1
This rope has 2 hit points and can be burst with a DC 23 Strength check.			
Waterskin (Filled)	Backpack	1	4 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
Bedroll	Backpack	1	5 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
Torch	Backpack	2	1 (2) / 0 (0)
A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Candle	Backpack	5	0 (0) / 0 (0.1)
A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination. Duration: 1 hr., Shadowy Illumination: 5 ft.			
Rations (Trail/Per Day)	Backpack	4	1 (4) / 0.5 (2)
Flask (Empty)	Backpack	1	1.5 / 0
This ceramic, glass, or metal container is fitted with a tight stopper and holds 1 pint of liquid.			
Flint and Steel	Backpack	1	0 / 1
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.			
Bag, Coin	Equipped	1	0.2 / 0.1
for Robe of Useful Items. 1.44 lbs., 60 Coin (Gold), 7 Coin (Silver), 5 Coin (Copper)			
Crossbow, Light	Carried	1	4 / 35
Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. 5 lbs., 5 Bolt (10)			
Bolt (10)	Crossbow, Light	5	1 (5) / 1 (5)
A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.			
TOTAL WEIGHT CARRIED/VALUE		65.19 lbs.	108.2gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Heavy	175		
Lift over head	175	Lift off ground	350
		Push / Drag	875

MONEY	
Coin (Gold):	60[Bag, Coin]
Coin (Silver):	7[Bag, Coin]
Coin (Copper):	5[Bag, Coin]
Total= 60.8 gp	

MAGIC

Languages	
Common, Draconic, Elven	

Other Companions

Special Attacks

Animal (Ex)	[Wizards of the Coast - Players Handbook, p.47]
Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.	

Special Qualities

Elven Blood	[Wizards of the Coast - Players Handbook, p.18]
For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.	

Favored Enemy (Ex)	[Wizards of the Coast - Players Handbook, p.47]
At 1st level, a ranger may select a type of creature from among those given on Table 3-14: Ranger Favored Enemies. Due to his extensive study on his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks	

when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls, and against the other he has a +2 bonus. At 10th level, he has three favored enemies, and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies. Thus, his bonuses could be either +4, +4, +2 or +6, +2, +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger's bonuses do not stack; he simply uses whichever bonus is higher. See the Monster Manual for more information on types of creatures.

Half-Elf Racial Traits (Ex) [Wizards of the Coast - Players Handbook]

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.

Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Low-Light Vision (Ex) [Universal Rules, p.165]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Track [Wizards of the Coast - Players Handbook, p.47]

A ranger gains Track (see page 101) as a bonus feat.

Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.47]

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Wild Empathy (Ex) [Wizards of the Coast - Players Handbook, p.47]

A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person (see page 72). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly, to use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a -4 penalty on the check.

Wild Empathy +0 [Wizards of the Coast - Players Handbook]

Feats

Combat Reflexes [Wizards of the Coast - Player's Handbook, p.92]

You can respond quickly and repeatedly to opponents who let their defenses down.

When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

Track [Wizards of the Coast - Player's Handbook, p.101]

You can follow the trails of creatures and characters across most types of terrain. To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranscur, Rapier, Saber, Sap,

Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear,
Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword
(Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Warhammer

Elec Mournbringer

Half-Elf

RACE

25

AGE

Male

GENDER

Low-Light Vision

VISION

Deity's

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 10"

HEIGHT

130 lbs.

WEIGHT

Black

EYE COLOUR

Fair

SKIN COLOUR

White, Tied up bun

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Ehlonna

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: