

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" / 131 lbs.
HEIGHT / WEIGHT

Deity's

Alignment
Low-Light Vision
VISION

1 (1)
Character Level (CR) 480 / 1000
EXP/NEXT LEVEL

26
AGE
Male
GENDER

Blue
EYES
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	AC	INITIATIVE	Encumbrance
8 hit points	16 armor class	+3 modifier	Light

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.

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	

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects
Conditional Combat Modifiers:
+2 damage against Animal

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

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

*Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d6+2				

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.

*Axe, Throwing	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d6+2				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+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.

Longbow, Composite (Ironwood)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
Ammunition: Arrow (20) (An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50% chance of being destroyed or lost.)					
Range: 30 ft. To Hit: +4 Damage: 1d8					
TH	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
	+4	+2	+0	-2	-4
Dam	1d8	1d8	1d8	1d8	1d8
TH	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
	-6	-8	-10	-12	-14
Dam	1d8	1d8	1d8	1d8	1d8

Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted., Wooden but functions as steel, does not burn

*: 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
*Barding (Studded Leather)	Light	+3	+5	-1	15

TOTAL SKILLPOINTS: 28		SKILLS				MAX RANKS: 4/2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	1	=	1		
✓ Balance	DEX	2	=	3	+ -1	
✓ Bluff	CHA	-1	=	-1		
✓ Bluff (Animal)	CHA	1	=	-1	+ 2	
✓ Climb	STR	3	=	2	+ 2 + -1	
✓ Concentration	CON	4	=	2	+ 2	
✓ Concentration (Cast defensively)		0	=	0		
✓ 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	2	=	3	+ -1	
✓ Forgery	INT	1	=	1		
✓ Gather Information	CHA	1	=	-1	+ 2	
Handle Animal	CHA	0	=	-1	+ 1	
✓ Heal	WIS	3	=	1	+ 2	
✓ Hide	DEX	2	=	3	+ -1	
✓ Intimidate	CHA	-1	=	-1		
✓ Jump	STR	1	=	2	+ -1	
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	6	=	3	+ 4 + -1	
✓ Ride	DEX	5	=	3	+ 2	
✓ Search	INT	4	=	1	+ 2 + 1	
✓ Sense Motive	WIS	1	=	1		
✓ Sense Motive (Animal)	WIS	3	=	1	+ 2	
✓ Spot	WIS	4	=	1	+ 2 + 1	
✓ Spot (Animal)	WIS	6	=	1	+ 2 + 3	
✓ Survival	WIS	3	=	1	+ 2	
✓ Survival (Animal)	WIS	5	=	1	+ 2 + 2	
✓ Swim	STR	2	=	2	+ 2 + -2	
✓ Use Rope	DEX	5	=	3	+ 2	
		=		+ +		
		=		+ +		

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

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

Elec Mournbringer

Half-Elf

RACE

26

AGE

Male

GENDER

Low-Light Vision

VISION

Deity's

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 10"

HEIGHT

131 lbs.

WEIGHT

Blue

EYE COLOUR

Fair

SKIN COLOUR

Black, Tied into a bun

HAIR / HAIR STYLE

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Ehlonna

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: