

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  
Black, Tied into a bun  
HAIR

Deity's

Alignment  
Low-Light Vision  
VISION

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

Character Level (CR)			EXP/NEXT LEVEL			
ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2		
<b>DEX</b> Dexterity	16	+3	16	+3		
<b>CON</b> Constitution	14	+2	14	+2		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	12	+1	12	+1		
<b>CHA</b> Charisma	8	-1	8	-1		
SAVING THROWS			TOTAL	BASE SAVE	ABILITY	MAGIC
<b>FORTITUDE</b> (constitution)			+4	= +2	+ +2	+ +0
<b>REFLEX</b> (dexterity)			+5	= +2	+ +3	+ +0
<b>WILL</b> (wisdom)			+1	= +0	+ +1	+ +0

26  
AGE  
Male  
GENDER

AGE		GENDER													
HP hit points		8		WOUNDS/CURRENT HP											
AC armor class		16		:	13		:	13		=	10		+	3	
		TOTAL			FLAT			TOUCH			BASE			ARMOR BONUS	
INITIATIVE modifier		+3		=	+3		+	+0							
		TOTAL			DEX MODIFIER			MISC MODIFIER							
Encumbrance		Light													

Blue  
EYES  
HAIR

MISS CHANCE	15	-1	0	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
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Points

TOTAL SKILLPOINTS: 28		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 Save Modifiers:  
+2 racial saving throw bonus against enchantment spells or effects  
Conditional Combat Modifiers:  
+2 damage against Animal

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+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 (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Special Properties:

*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

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
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.					
Axe, Throwing	Equipped	1	2 / 8		
A throwing axe is lighter than a handaxe and balanced for throwing. Gnome fighters often use throwing axes for both melee and ranged attacks.					
Explorer's Outfit	Equipped	1	8 / 0		
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.					
Barding (Studded Leather)	Equipped	1	20 / 50		
Bag, Coin	Equipped	1	0.2 / 0.1		
for Robe of Useful Items.1.64 lbs., 9 Coin (Silver), 10 Coin (Copper), 63 Coin (Gold)					
Backpack	Equipped	1	2 / 2		
16 lbs., 5 Rations (Trail/Per Day), 1 Lamp, Common, 1 Waterskin (Filled), 1 Bedroll, 1 Oil (1 Pt. Flask)					
Rations (Trail/Per Day)	Backpack	5	1 (5) / 0.5 (2.5)		
□□□□□					
Lamp, Common	Backpack	1	1 / 0.1		
A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, a fact that makes it too dangerous for most adventuring. You can carry a lamp in one hand. See page 164 for more rules on illumination.Bright Illumination: 15 ft., Duration: 6 hr./pint, Shadowy Illumination: 30 ft.					
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.					
Oil (1 Pt. Flask)	Backpack	1	1 / 0.1		
□					
A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon (see Throw Splash Weapon, page 158). Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.					
Caltrops	Equipped	2	2 (4) / 1 (2)		
Covers 1 5 foot square. Caltrops attack anyone moving into or fighting in that square are attacked (BAB+0, bypassing shield, armor and deflection bonuses) for 1 point of damage and speed reduced by half for 24 hours. Any charging or running creature is stopped. Move at half speed to avoid caltrops.					
Longbow, Composite (Ironwood)	Carried	1	3 / 100		
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 burn6 lbs., 2 Arrow (20)					
Arrow (20)	Longbow, Composite (Ironwood)	2	3 (6) / 1 (2)		
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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.					
TOTAL WEIGHT CARRIED/VALUE		56.89 lbs.	187.8gp		
WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875
MONEY					
Coin (Gold): 63[Bag, Coin]					
Coin (Gold): 330[Bag, Coin]					
Coin (Silver): 9[Bag, Coin]					
Coin (Copper): 10[Bag, Coin]					
				Total= 394 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 (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, 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, Warmace	

# Elec Mournbringer

RACE	Half-Elf
AGE	26
AGE	
GENDER	Male
VISION	Low-Light Vision
ALIGNMENT	Deity's
DOMINANT HAND	Ambidextrous
HEIGHT	5' 10"
WEIGHT	131 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Fair
HAIR / HAIR STYLE	Black, Tied into a bun
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Ehlonna
DEITY	Humanoid
Race Type	
Race Sub Type	

**Description:**  
**Biography:**