

## Tarkilar Eldurast

Player: Leo

Male Human Ranger 3/Rogue 2 - CL5 - CR 2

Lawful Neutral Humanoid; Deity: **Tyr**; Background: **Spy**;  
Age: **29**; Height: **5' 7"**; Weight: **149lb.**; Eyes: **purple**; Hair: **bald**; Skin: **albino**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	11	0	+3
<b>DEX</b> DEXTERITY	16	+3	+6
<b>CON</b> CONSTITUTION	12	+1	+1
<b>INT</b> INTELLIGENCE	12	+1	+1
<b>WIS</b> WISDOM	14	+2	+2
<b>CHA</b> CHARISMA	14	+2	+2

<b>AC</b> 15	<b>Initiative</b> +5	<b>Speed</b> 30 ft
<b>Proficiency</b> +3	<b>Inspiration</b>	
<b>HP</b> 37	<b>HD</b> 2d8+3d10	<b>Death Saves</b>

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 1

### +1 Longbow

Ranged, both hands: **+9**, Rng: 150 ft./600 ft.  
**1d8+4 piercing** Ammunition, Heavy, Two-Handed

### Handaxe

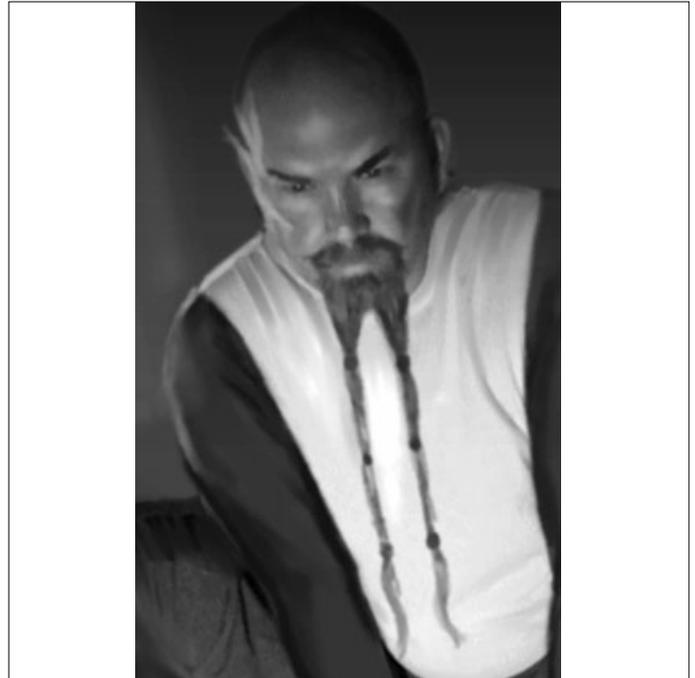
Main hand: **+3**, **1d6 slashing** Rng: 20 ft./60 ft.  
Ranged: **+3**, **1d6 slashing** Light, Thrown

### Spell Attack

Ranged: **+5**, **As Spell** Rng: 0 ft.

### Studded leather

**+2**



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+6</b>	DEX (3)	+3	
<b>Animal Handling</b>	<b>+2</b>	WIS (2)	-	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+0</b>	STR (0)	-	
<b>Deception</b>	<b>+5</b>	CHA (2)	+3	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidation</b>	<b>+2</b>	CHA (2)	-	
<b>Investigation</b>	<b>+4</b>	INT (1)	+3	
<b>Medicine</b>	<b>+2</b>	WIS (2)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+8</b>	WIS (2)	+6	
<b>Performance</b>	<b>+2</b>	CHA (2)	-	
<b>Persuasion</b>	<b>+2</b>	CHA (2)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+3</b>	DEX (3)	-	
<b>Stealth</b>	<b>+9</b>	DEX (3)	+6	
<b>Survival</b>	<b>+5</b>	WIS (2)	+3	

**Passive Perception: 18**

#### Other Proficiencies:

**Tools:** Disguise kit (+3); Playing card set (+3); Thieves' tools (+3)

**Weapons:** Martial weapons; Simple weapons

**Armor:** Light armor; Medium armor; Shields

## Gear

**Total Weight Carried: 90.34 lbs,**  
**(Maximum: 165 lbs)**

+1 Longbow	2 lbs
Acid	1 lb
Arrows x70	3.5 lbs (70 @0.05 lb)
Backpack (empty)	5 lbs
Bedroll	7 lbs
Handaxe	2 lbs
Mess kit	1 lb
Money	8.84 lbs
Potion of Healing x2	-
Quiver (empty)	1 lb
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Studded leather	13 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Ubato's Ring - advantage on survival in jungle, and animal	-
Waterskin	5 lbs

## Special Abilities

Aberrations  
 Criminal Contact  
 Cunning Action  
 Darkvision (60 feet)  
 Dread Ambusher  
 Gloom Stalker  
 Gloom Stalker Magic  
 Primeval Awareness  
 Sneak Attack +1d6  
 Thieves' Cant  
 Umbral Sight  
 Underdark

## Tracked Resources

Acid	<input type="checkbox"/>
Arrows	<input type="text" value="70"/>
Handaxe	<input type="checkbox"/>
Potion of Healing	<input type="checkbox"/>
Rations	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Languages

Common	Undercommon
Draconic	

## Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/>
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## Spells & Powers

**Ranger spells known (CL 2nd)**

**Spell Save DC 13 Spell Attack +5**

**1st**—*absorb elements, disguise self, hail of thorns, zephyr strike*

## Experience & Wealth

Experience Points: **6500/14000**  
Current Cash: **359 gp, 53 sp, 30 cp**

## Role Playing

**Personality Trait:** Paranoid and prone to seeing conspiracy theories everywhere (regardless of factual support).

**Personality Trait:** Constantly taking notes

**Ideal:** Lawbreakers cannot get away

**Bond:** Mindflayer horrors destroyed my underdark colony and family. They must be served justice.

**Flaw:** Fanatical- as exhibited by excessive enthusiasm, unreasoning zeal, and wild and extravagant notions pertaining to hunting aberrations and plots of enemies.

: Hired Killer - Hired Killer

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Background

Tarkilar has rather wiry build, bald, white beard, extremely pale skin and purple eyes. Tarkilar was born in Rensa, which was a rare (and foolish!) human attempt at colonizing a portion of the Underdark to escape religious persecution. A settlement was established and the humans survived on mushrooms, mining crystals and trade of these underdark specialties with the surface. The colony wizards created lighting and hid the settlement with illusions to protect it from the Drow and other threats. As Tarkilar grew older he would accompany trading caravans bringing precious metals to the surface and through these journeys honed his skill in navigating this inhospitable environment. Unfortunately the colony location was betrayed to the Illithid's by a Derro trader when Tarkilar was a young adult. Most of the colonists had their brains eaten or were mentally enslaved, with the later fate being Tarkilar's. The colony's wizards managed to send one message for help and Tarkilar was rescued by an adventuring party that included a paladin of Tyr. The paladin became mentor and attempted to shape Tarkilar towards the path of both law and good, but was only partially successful. The drive towards vengeance against mindflayers has grown to consume Tarkilar and he has lately taken to roaming the material plane and Sigil as a bounty hunter and spy as he attempts to gain greater resources to take the fight to the Illithid's responsible for his misery, as well as to gather crucial intelligence on the possibility of a Illithid homeland in the Far Realms, and the whereabouts of specific individuals directly responsible for the attack on the colony.

## Tarkilar Eldurast – Abilities & Gear

### Criminal Contact

Unknown

You have a very reliable and trustworthy contact within a seedy network of criminals. You can get messages to and from this contact over long distances through the use of local messengers, caravan masters, sailors, pirates, etc. that can get it delivered in a timely manner and get a response just as fast.

### Darkvision (60 feet)

Racial Ability, Senses (Ranger,

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### Aberrations

Class Ability (Ranger, Ranger (

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level.

As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

### Cunning Action

Class Ability (Rogue)

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

### Dread Ambusher

Class Ability (Ranger, Ranger (

At 3rd level, you can give yourself a bonus to your initiative rolls equal to your Wisdom modifier as you master the art of the ambush.

At the start of your first turn of each combat, your walking speed is increased by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an additional 1d8 damage of the weapon's damage type.

### Gloom Stalker

Class Ability (Ranger, Ranger (

Deep under the earth, in gloomy alleyway, in dark forests and wherever the light is dim is where Gloom Stalkers make their homes. Most folk are reluctant to enter such places, but a Gloom Stalker will boldly venture into the darkness, ambushing threats before they can reach beyond the darkness. Such rangers often journey into the Underdark, but are found anywhere evil lurks in the shadows.

**Appears In :** Xanathar's Guide To Everything

### Gloom Stalker Magic

Class Ability (Ranger, Ranger (

When you take this Ranger archetype at 3rd level, you learn an additional spell at certain levels as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells known.

#### Gloom Stalker Spells

##### Ranger Level Spell

3rd *disguise self*

5th *rope trick*

9th *fear*

13th *greater invisibility*

17th *seeming*

### Primeval Awareness

Class Ability (Ranger)

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

### Sneak Attack +1d6

Class Ability (Rogue)

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

### Thieves' Cant

Class Ability (Rogue)

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

### Umbral Sight

Class Ability (Ranger, Ranger (

At 3rd level, you gain darkvision out to 60 feet unless you already have it. If you already have darkvision, its range increases by 30 feet.

While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness as you are also adept at evading such creatures.

## Tarkilar Eldurast – Abilities & Gear

### **Underdark**

**Class Ability (Ranger,Ranger (**

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

**Appears In** : 5e Players Handbook