

ELANOR BURROWS

THE DUSK MARKET SLASHER

1 ranger (beast master) halfling neutral ranger childara

level/class race alignment fav class diety

ability score total mod

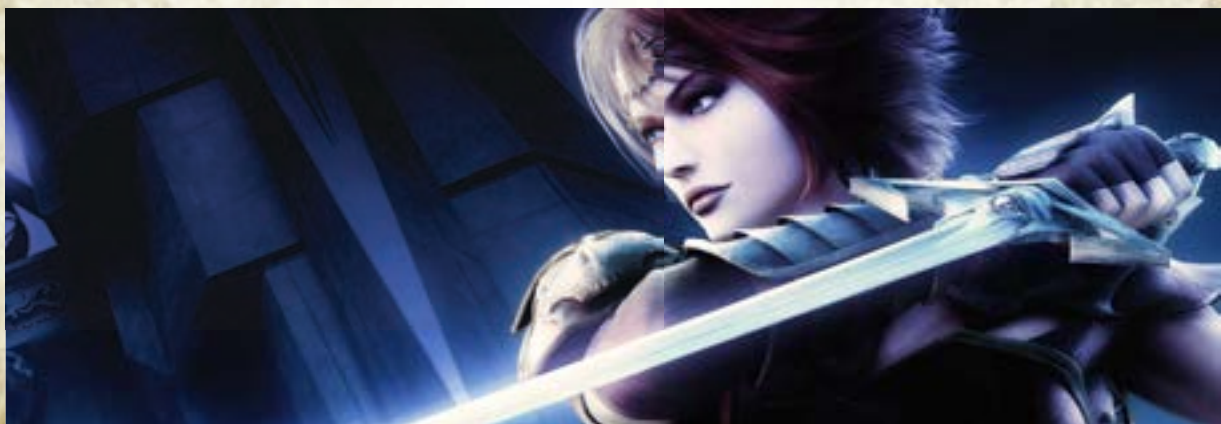
STR strength	15	+2	HP hit points	13 / 13	AC armor class	18	MOVE movement rate	20	LIGHT encumbrance	50		
DEX dexterity	16	+3	INIT initiative	+6	TOUCH armor class	14	AGE young adult	22	MED encumbrance	101		
CON constitution	14	+2	EXP experience		FLAT-FOOTED armor class	15	HEIGHT tall for race	3-2"	HEAVY encumbrance	150		
INT intelligence	10	+0	FORT fortitude	+4	+2	+2	CMB combat maneuver	+2	WEIGHT thin for race	29	LIFT overhead	150
WIS wisdom	11	+0	REF reflex	+5	+2	+3	CMD maneuver defense	15	GEAR carried weight	?	LIFT off the ground	300
CHA charisma	8	-1	WILL willpower	+0	+0	+0	CONC concentration		TOTAL if carried	?	DRAG push or drag	750

weapons & attacks	attack	damage	crit
falchion	+3	1d6+6	18-20 x2

FEATS & FEATURES

keen senses
 adaptable luck
 outrider
 low-light vision
 favored enemy: humans
 wild empathy
 track
 feat: power attack
 trait: lesson of childara
 trait: reactionary
 trait: westcrown firebrand
 drawback: mark of slavery

		SKILLS				armor penalty
		total	ranks	class	ability	misc
acrobatics	dex	1		-	3	-2
appraise	int	0			0	
bluff	cha	-1			-1	
climb	str	4	1	3	2	-2
diplomacy	cha	-1			-1	
disguise	cha	-1			-1	
escape artist	dex	1		-	3	-2
handle animal	cha	5	1	3	-1	2
heal	wis	0		-	0	
intimidate	cha	-1		-	-1	
knowledge: nat	int	0		-	0	
perception	wis	6	1	3	0	2
ride	dex	6		3	3	
sense motive	wis	1	1		0	
stealth	dex	8		3	3	2
survival (tracking)	wis	5	1	3	0	1
swim	str	0		-	2	-2



RACIAL FEATURES

KEEN SENSES: Halflings receive a +2 racial bonus on Perception skill checks.

ADAPTABLE LUCK: Some Halflings have greater control over their innate luck. This ability gives them more options for how they can apply their good fortune from day to day, but also narrows its scope. Three times per day, a halfling can gain a +2 luck bonus on an ability check, attack roll, saving throw, or skill check. If Halflings choose to use the ability before they make the roll or check, they gain the full +2 bonus; if they choose to do so afterward, they only gain a +1 bonus. Using adaptive luck in this way is not an action.

OUTRIDER: Halflings gain a +2 bonus on Handle Animal and Ride checks.

LOW-LIGHT VISION: Halfling can see twice as far as humans in conditions of dim light.

FAVORED ENEMY: You have bonuses to Bluff, Perception, Sense Motive, and Survival checks as well as weapon attack and damage rolls used against the following creature types: Humanoid (human) (+2).

WILD EMPATHY: Change animal attitudes in a way similar to Diplomacy. Check bonus equals 0. Animal must be within 30 ft. (PFCR 65).

TRACK: Add +1 to Survival checks made to follow tracks. (PFAPG 40).

WEAPONS AND ARMOR: All simple and martial weapons, light armor, medium armor and shields (but not tower shields). (PFCR).

FEATS

POWER ATTACK: Take -1 to melee attack rolls for +2 in melee damage bonus (+3 for 2HD or with natural weapons that do 1-1/2 Str mod, +1 for off-hand or secondary natural weapons). Lasts until your next turn. (PFCR 131)

TRAITS

LESSON OF CHILDARA (Faith): Once per day, when you fail a saving throw, you can reroll the saving throw. You must take the second result even if it is worse.

REACTIONARY (Combat): You gain a +2 trait bonus to Initiative checks. (PFAPG 328)

WESTCROWN FIREBRAND (Campaign: Council of Thieves): You are quick to react to opportunity, both physically and mentally, and know that it is with

sudden and swift action that many conflicts are best resolved. You gain a +1 trait bonus on Initiative checks, and if you act in a surprise round, you gain a +1 trait bonus on all attack rolls. (PFAP: CoT PG 9 - 10)

MARK OF SLAVERY: You were enslaved for part or all of your youth, and marked as such with a brand or tattoo that still reminds you of how you were punished whenever you failed to do what you should. Whenever you fail a skill check, you take a -2 penalty on any skill check or attack roll you attempt before the end of your next turn unless it is a part of retrying the failed skill check.



DUSK MARKET - WESTCROWN

The shadows in Sorel Plaza grew long and slowly faded, unnoticed by the young halfling girl. She painstakingly shift boards and swept away ash, searching for some artifact from before the fire.

The Sorel Plaza Farm had once been a waypoint on the Bellflower Network, back in better days. It had been their first refuge when Tiller Meriweather first rescued the Burrows family, providing food and shelter for the five siblings and their widowed mother.

Such refuge had been short-lived of course, and the Dottari had arrived mere hours later. Their first warning had been the flames licking up the south wall but even then, the entire Crop burst into action, only to find the doors sealed. The flames burned so fiercely that thirty halflings lost their lives in less than ten minutes, with only Goodwife Meriweather and the infant Elenaor escaping through a basement passage.

Fifteen years would pass before Elanor returned to Westcrown, hfreed of obligation by the peaceful death of Goodwife Meriweather. The Goodwife had been deadset against the journey ever since Elanor first mentioned it, saying that the wicked city had already cost her a husband and two children and that she'd not pay further.

Elanor's first stop had been the abandoned Ici estate and two months of rumaging had finally revealed that the old Master of Slaves, Anton Ruffulo, still lived. Another two weeks had led her to his home on the southern side of the island, where her temper got the better of her. His diary would later show that although his wife had died of consumption, two children yet lived, quite well evidently, in the capitol.

Standing before the ex-Master's corpse, killed before the fire while reading that same diary, Elanor would learn why his children lived so well and why the Sorel Plaza Farm had burned that night. Fists clenched in rage, the young halfling regretted killing Master Ruffulo without warning, desperately wishing she'd taken her time and proceeded more slowly.

Barnabas Burrows had taken an eternity to die under the careful ministrations of Master Ruffulo. His wife had finally broken in the late hours of the third day yet the Master of Slaves continued his ministrations, never willing to end a job well done prematurely. Hard experience had taught the Ici the futility of trying to keep secrets from the local halflings and so the broken Widow Burrows was driven forth that very night to spread the word - Tiller Burrows was dead.



Tiller Meriweather's party met scant resistance the next night as he freed the Burrow's family. Fleeing in the night, elated at their success, the imp flying above them escaped notice. Even he was simply backup however, for in her pocket, Widow Burrows carried a stone seal, easily scried by Baron Ici. The destruction of the Sorel Plaza Farm was carried off without losses, without effort.

And so it was that Elanor spent every night after searching the ruins of Sorel Plaza for some remnant still identifiable as part of her mother. There were those in the empire who could use such a piece to speak with her beyond the veil. Only then would young Elanor Burrows be satisfied that what Master Ruffulo had written was true - that her mother had been so broken that she had given up her very saviors.

Weeks had passed and Elanor had aquired a rather large sack of bone fragments, all that remained from the intense heat of the fire. Each night it became more and more obvious that there was no way she would ever identify the bones, and slowly, at first for hours only but later for days at a time, she would abandon the search.

In frustration, she lashed out in the only way still available and each time she struck, the legend of the Dusk Market Slasher grew. Many disgraced nobles now lived in Dusk Market as the competition for favor was fierce in the Empire. Twice each week she would slip from her hobel and each morning she would return home, the number of disgraced nobles now reduced by one. Soon, she would gather the courage to strike across the river, where the nobles still retained their standing. It was infinitely more dangerous, but bigger risks led to bigger rewards.