

Elia Bomona

CHARACTER NAME

Ranger/Hunter 8

CLASS & LEVEL

Elf/High Elf

RACE

Hermit

BACKGROUND

Chaotic Good

ALIGNMENT

Crawl IV GenCon 2016

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

16

+3

INTELLIGENCE

9

-1

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+3

PROFICIENCY BONUS

- ✱ +5 Strength
- ✱ +7 Dexterity
- +3 Constitution
- -1 Intelligence
- +1 Wisdom
- 0 Charisma

SAVING THROWS

- +4 Acrobatics (Dex)
- ✱ +4 Animal Handling (Wis)
- -1 Arcana (Int)
- +2 Athletics (Str)
- 0 Deception (Cha)
- -1 History (Int)
- +1 Insight (Wis)
- 0 Intimidation (Cha)
- -1 Investigation (Int)
- ✱ +4 Medicine (Wis)
- -1 Nature (Int)
- ✱ +4 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- ✱ +2 Religion (Int)
- +4 Sleight of Hand (Dex)
- ✱ +7 Stealth (Dex)
- ✱ +4 Survival (Wis)

SKILLS

18

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 74

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I was exiled for a crime I didn't commit. I am utterly serene, even in the face of disaster. I've been isolated for so long that I rarely speak, preferring gestures or the occasional grunt.

PERSONALITY TRAITS

FREE THINKING. Inquiry and curiosity are the pillars of progress.

IDEALS

Should my discovery come to light, it could bring ruin to the world.

BONDS

I harbor dark, bloodthirsty thoughts that my isolation and mediation failed to quell.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+5

1d8 +2 slashing

Longbow (+1 arrows)

+10

1d8 +3 piercing

Dagger

+7

1d4 +4 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages

Elvish, Common, Giant

Weapons

Simple, Martial, Longsword, Shortsword, Shortbow, Longbow

Armor

Light, Medium

Tools

Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

CP

Longbow (w/ 20 +1 arrows)

CP

Bracers of Archery

SP

Mithral Scale Mail

SP

2 Potions of Healing (2d4+2 hp; O O)

EP

1 vial Antivenom (O)

EP

1 bag of caltrops

GP

DUNGEONEER'S PACK: backpack, crowbar,

GP

hammer, 10 pitons, tinderbox, 10 torches,

GP

10 days rations, waterskin, 50' hemp rope

PP

EQUIPMENT

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fighting Style: Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Favored Enemy (Monstrosities, Undead)

You have advantage on Wisdom (Survival) checks to track Monstrosities and Undead, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest, Mountain; See SRD)

Primeval Awareness

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.

Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride

Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

FEATURES & TRAITS



Amorar Bomona

CHARACTER NAME

133 years

AGE

5'3"

HEIGHT

131 lbs.

WEIGHT

Sapphire Blue
EYES

Pale
SKIN

Reddish Blonde
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Hunter's Prey (Colossus Slayer)

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Defensive Tactics (Escape the Horde)

Opportunity attacks against you are made with disadvantage.

SPECIAL GEAR & MAGIC ITEMS

Bracers of Archery (Attuned)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Mithral Scale Mail

If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Ranger

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

True Strike

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Fog Cloud
- ☐ Cure Wounds
- ☐ Detect Magic
- ☐ Jump

4

7

2

3

- ☐ Spike Growth
- ☐ Find Traps

5

8

9

SPILLS KNOWN