

**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

**16**

ARMOR CLASS

**+4**

INITIATIVE

**30**

SPEED

Hit Point Maximum **59**

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

Longbow (w/ 20 +1 arrows)

Bracers of Archery

Mithral Scale Mail

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

1 vial Antivenom (O)

1 bag of caltrops

DUNGEONEER'S PACK: backpack, crowbar,

hammer, 10 pitons, tinderbox, 10 torches,

10 days rations, waterskin, 50' hemp rope

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 those created by the *entangle* spell.

FEATURES & TRAITS



# Amorar Bomona

CHARACTER NAME

133 years

AGE

5'3"

HEIGHT

131 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

**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

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**

SPELLS KNOWN