

Favoured Enemy (Undead) +4
Greater Favoured Enemy (Abberation)
Natural Explorer
Archery
Primeval Awareness
Gloom Stalker Magic
Dread Ambusher
Umbral Sight
Iron Mind
Improved Crossbow Expert - When you attack only with a crossbow, you can also do so once with your bonus action.
Flawless Shot - Your shots can cripple enemies. You can take a -10 penalty to the attack roll, and in turn if the

enemies. You can take a -10 penalty to the attack roll, and in turn if the attack kits the enemy loses their reaction and 10 feet of movement for one turn, as well as gaining a stack of wound. Every stack deals 1d4 damage when expunged, and stacks are doubled instead of adding on if the target has at least one stack. You can choose to expunge all stacks with any attack, removing them all and dealing the damage all at once.

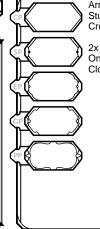
Hyper Alert - Add +5 and your proficiency bonus to your initiative.

Sickly - When you take damage, make a CON saving throw DC 1. On a fail, you do nothing your next turn. The DC increases by 1 for each success.

Common, Dwarvish, Draconic Simple Weapons, Martial Weapons, Battleaxe, Handaxe, Light Hammer, Warhammer Light Armor, Medium Armor, Shields, Mason's Tools

OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)



Arrow * 20 Studded Leather Armor Crossbow [heavy, two-handed, ranged (150/600)] 2x Shortsword [finesse, light, melee] Onnta's Second Chance Cloverwood Longbow Spare the Dying (1/day) Toll the Dead (1/day)

FEATURES & TRAITS

