

ELLIISTR FLAMEBLADE

CHARACTER NAME

Gloom Stalker Ranger 10

CLASS & LEVEL

Hill Dwarf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-3

4

DEXTERITY

+7

24

CONSTITUTION

+1

13

INTELLIGENCE

+2

15

WISDOM

-1

8

CHARISMA

-2

6

INSPIRATION

+4

PROFICIENCY BONUS

- **+1** Strength
- **+1** Dexterity
- **+1** Constitution
- **+2** Intelligence
- **+3** Wisdom
- **-2** Charisma

SAVING THROWS

- **+7** Acrobatics (Dex)
- **-3** Animal Handling (Wis)
- **+2** Arcana (Int)
- **-3** Athletics (Str)
- **-2** Deception (Cha)
- **+2** History (Int)
- **+3** Insight (Wis)
- **-2** Intimidation (Cha)
- **+6** Investigation (Int)
- **-1** Medicine (Wis)
- **+2** Nature (Int)
- **+8** Perception (Wis)
- **-2** Performance (Cha)
- **-2** Persuasion (Cha)
- **+6** Religion (Int)
- **+7** Sleight of Hand (Dex)
- **+11** Stealth (Dex)
- **-1** Survival (Wis)

SKILLS

19

ARMOR CLASS

+16

INITIATIVE

40 ft

SPEED

Hit Point Maximum **79**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **10d10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword x2 **+13** 1d6 + 7 Piercing

Heavy Crossbow **+13** 1d10 + 7 Piercing

Cloverwood LB **+14** 2d4 + 8 Piercing

Fleet of Foot
Hide in Plain Sight
Extra Attack
Nevermiss (5/day)
Lucky Charm (1/day)

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

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)

EQUIPMENT

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 attack hits 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.

FEATURES & TRAITS



Gloomstalker Ranger

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

3

2

- ☐ Fear
- ☐ Lightning Arrow
- ☐ Conjure Barrage

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Disguise Self
- ☐ Cure Wounds
- ☐ Fog Cloud
- ☐ Hunter's Mark

4

7

5

8

9

SPELLS KNOWN

2

3

- ☐ Rope Trick
- ☐ Lesser Restoration
- ☐ Locate Object