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Iolas Haemar



Level 4
Gender Male
Age 283
Eyes Brown
Hair Dark
Background Folk Hero

Race Elf, Wood
Class Ranger
Alignment Chaotic Good
Height 5'1" (1,55 m.)
Weight 99 lbs (44,9 kg)

	STR	DEX	CON	INT	WIS	CHA
<i>Ability</i>	10	17	14	12	14	8
<i>Modifier</i>	+0	+3	+2	+1	+2	-1
<i>Saving Throws</i>	+2*	+5*	+2	+1	+2	-1

Inspiration	0
XP	0
Proficiency bonus	+2

Rapier		
Attack	Dmg	Type
+5	d8+3	piercing

Spell save DC	12
Spell attack mod.	+4

AC	15
Initiative	+3
Speed	35

Heavy Crossbow			
Attack	Hit	Type	Range
+7	d10+3	piercing	100/400

HP	32
Hit Dice	4d10

Skills

	+3	Acrobatics (Dex)		+2	Medicine (Wis)
prof.	+4	Animal Handling (Wis)	prof.	+3	Nature (Int)
	+1	Arcana (Int)	prof.	+4	Perception (Wis)
	+0	Athletics (Str)		-1	Performance (Cha)
	-1	Deception (Cha)		-1	Persuasion (Cha)
	+1	History (Int)		+1	Religion (Int)
	+2	Insight (Wis)		+3	Sleight of Hand (Dex)
	-1	Intimidation (Cha)	prof.	+5	Stealth (Dex)
prof.	+3	Investigation (Int)	prof.	+4	Survival (Wis)

Racial Traits

Darkvision

Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. 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.

Trance

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

Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Languages

You can speak, read, and write Common and Elvish.

Spells

Level 1

Cure Wounds

Level 1, Evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Hail of Thorns

Level 1, Conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6 d10).

Hunter's Mark

Level 1, Divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can

maintain your concentration on the spell for up to 24 hours.

Protection from Evil and Good

Level 1, Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Ranger Features

Proficiencies

(by Wood Elf): Longsword, Shortsword, Shortbow & Longbow

(by Ranger): Simple & Martial Weapons, light & medium armor & shields

(by Background): Woodcarver Tools & Land Vehicles

Saving Throws

Dexterity, Strength

Favored Enemy

Type: Undead

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a undead. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Natural Explorer

Type: Forest

You are particularly familiar with forests and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Fighting Style: Archery

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

Primeval Awareness

Beginning at 3rd level, 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.

Crossbow Expert

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading quality of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a onehanded weapon, you can use a bonus action to attack with a loaded hand crossbow you are holding.

Ranger Archetype: Monster Slayer

Monster Slayer Magic

Extra spell: Protection from evil and good

Hunter's Sense

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

Slayer's Prey

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

Equipment

125 gp

10 gp

0 Heavy Crossbow

-25 Light Crossbow

-25 Rapier

-45 Studded Leather

-1 20 Crossbow Bolts

0 20 Crossbow Bolts

-10 Explorer's Pack:

* Backpack

* Bedroll

* Mess kit

* Tinderbox

* 10 Torches

* 10 Days of Rations

* Waterskin

* 50 ft. Rope (hemp)

-1 Woodcarver tools

28 gp left

Cultist robe (found below mansion)

Silver shortsword

Gold ring engraved with snake (25 gp)

Background Feature: Rustic Hospitality

1. I stood alone against a terrible monster

2. If someone is in trouble, I'm always ready to lend help

Ideal: Freedom (Tyrants must not be allowed to oppress the people)

Bond: I have a family, but I have no idea where they are. One day, I hope to see them again

Flaw: I'm convinced of the significance of my destiny and blind to my shortcomings and the risk of failure

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