

# Holly

December 2, 2022



## Druid

Medium Humanoid ([Elf](#)), Neutral Good  
Cisgender woman (she/her)

### Armor Class

12 (16 with [barkskin](#))

### Hit Points

27 (5d8 + 5)

### Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	10 (+0)

### Skills

Medicine +6, Nature +5, Perception +6

### Senses

passive Perception 16

### Languages

Common, Druidic, Elvish

### Challenge

2 (450 XP)

**Spellcasting.** Holly is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following [druid](#) spells prepared:

Cantrips (at will): [Druidcraft](#), [Produce Flame](#), [Shillelagh](#)

1st level (4 slots): [Create Or Destroy Water](#), [Thunderwave](#)

2nd level (3 slots): [Barkskin](#), [Flaming Sphere](#), [Hold Person](#),  
[Moonbeam](#), [Pass without Trace](#), [Spike Growth](#),

**Blindness [IE 4].** Holly's vision is impaired to the point that it is absent completely, and she has learned to navigate the world with no reliance on her eyes, depending on other senses instead. She has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft. but a +4 bonus when using other senses to compensate, not because they've become stronger, but because she's learned to use them more effectively. In addition:

She does not have disadvantage to hit invisible creatures.

She is proficient in the use of a stylus for reading and writing.

**Fey Ancestry.** She has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Wild Shape.** Holly can use her action to magically assume the shape of a beast that she has seen before (max CR 1/2, no flying speed). She can use this feature twice. She regains expended uses when she finishes a short or long rest. She prefers [wolf](#), [elk](#), or [reef shark](#).

## Actions

**Candy Cane Quarterstaff.** Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh or if wielded with two hands.

This staff also reduces the IE of the Wisdom (Perception) check penalty by 1 to detect objects within 5 ft.

This staff has 1 charge. On a successful hit, she can expend 1 charge as an bonus action to cause an additional 3D6 cold damage. The staff regains its expended charge daily after a long rest.

## Background

Holly was born with a rare condition that left her unable to see. She has always been a curious and adventurous spirit, and has spent her life exploring the arctic world and learning its secrets. She enjoys spending time in Santa's workshop, but all the tools reverberating off the walls can be disorienting to her, so she prefers getting outside and can comfortably navigate the tundra on her own.

Holly loves the smell of the pine trees, the brisk wind, and the majestic sound of ice cracking, but she's also learned to recognize the sounds of the threats that roam the landscape as well and has often saved Santa's village with advance warnings of approaching threats.

During the Christmas season, Holly is particularly attuned to the magic of the season, and uses her powers to spread joy and cheer to those around her. She is a valued member of her community, and is respected and admired for her wisdom and strength.

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# Reef Shark

December 2, 2022



Medium beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** --

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Water Breathing.** The shark can breathe only underwater.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 6 (1d8 + 2) piercing damage.

## Description

Smaller than giant sharks and hunter sharks, reef sharks inhabit

shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

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# Elk

December 2, 2022



Large beast, unaligned

**Armor Class** 10

**Hit Points** 13 (2d10 + 2)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** –

**Challenge** 1/4 (50 XP)

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## Actions

**Ram.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

**Hooves.** Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

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## High Elf

December 2, 2022

As a high [elf](#), you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Extra Language.** You can speak, read, and write one extra language of your choice.

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# Elf

December 2, 2022

## Elf Traits

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Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile has made them vicious and dangerous. Drow are more often evil than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**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.

**Keen Senses.** You have proficiency in the Perception skill.

**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.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

## High Elf



As a high [elf](#), you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.



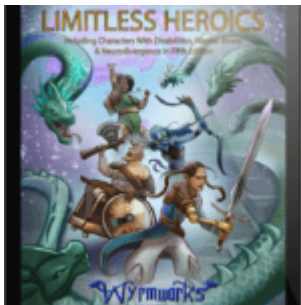
**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Extra Language.** You can speak, read, and write one extra language of your choice.

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# Limitless Heroics Full Version

December 2, 2022



Here's the revised release (1.1) of [Limitless Heroics – Including Characters with Disabilities, Mental Illness, and Neurodivergence in Fifth Edition](#).

[Limitless Heroics 1.1 full](#)

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## Nona Watson

December 2, 2022



Nona Watson ([Wizard](#))

Medium Humanoid (Foxfolk), Neutral

Cisgender female, she/her

Armor Class: 11

Hit Points: 27

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Skills: Acrobatics +4, Arcana +6, Deception +4, History +6, Investigation +6, Religion +6

Senses: Passive Perception 12

Languages: Common, Deep Speech, Undercommon, Primordial, Foxfolk

Challenge: 5

## Abilities

**Spellcasting.** Nona is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following Wizard spells prepared:

Cantrips (at will): [Fire Bolt](#), [Mage Hand](#), [Message](#), [Prestidigitation](#)

1<sup>st</sup> Level (4 slots): [Comprehend Languages](#), [Detect Magic](#), [Mage Armor](#), [Magic Missile](#)

2<sup>nd</sup> Level (3 slots): [Locate Object](#), [See Invisibility](#)

3<sup>rd</sup> Level (2 of slots): [Phantom Steed](#), [Sending](#), [Animate Dead](#)

**Arcane Recovery.** She has learned to regain some of her magical energy by studying her spellbook. Once per day when she finishes a short rest, she can choose 2 expended spell slots to recover.

**Natural Liar.** Once per long rest, on a failed Charisma (Deception) check, Nona may reroll it with advantage.

**Necromancy Expert.** The gold and time she must spend to copy a necromancy spell into her spellbook is halved.

**Vitality Transfer.** She can gain temporary sustenance from creatures she kills. Once per turn, if she kills a creature with a spell attack, she gains temporary hit points equal to half of the damage she caused to the target, up to double her wizard level.

## Traits

**[Attention Difference](#) [IE 2, Chronic]:** Nona has trouble staying focused on one subject unless it's related to cryptids and her research related to them. Whenever Nona has to perform a sustained, potentially monotonous task, she must succeed on a DC 10 Wisdom saving throw. On a failure she is distracted and has disadvantage on all related skill checks. While distracted she has a +2 on passive Wisdom (Perception) checks. On a success, she becomes hyperfocused and has advantage on all related skills checks with a -2 penalty on passive Wisdom (Perception) checks.

**Intrusive Thoughts** [IE 2, Frequent]: Nona struggles with thoughts coming to her head of terrible situations occurring or that she might have been wrong all along about her research, and struggles to move past these thoughts at times. Due to this, Nona takes a -2 penalty to saving throws against being frightened.

**Baseless Emotion (Dread)** [IE 1, Frequent]: Nona struggles with feelings of dread and the feeling that something is going to go wrong unexpectedly that might lead to harm for her or her sister. Due to this, Nona has a -1 penalty to resisting Charisma (Intimidation) checks and saving throws against the frightened condition.

## Actions

**Fire Bolt**. Ranged Spell Attack: +6, 120 ft., single creature or object. Hit: 11 (2d10) fire damage.

**Dagger**. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage

## Background

Nona is a down-on-her-luck researcher that enjoys researching various monsters that are said not to exist. As a young child, she had an encounter with a sphinx that left her fascinated with the occult and fantastical. While no one else believed Nona about her encounter with the mythical beast, her sister, Tallie, did. Tallie will often herald Nona's arrival in a location, notifying her sister of a nearby cryptid. Due to Nona's interests, she has studied deeply in the necromantic arts, however, due to her outgoing personality and adventurous clothing, one would be hard pressed to guess what her magical proclivities are.

# Assistive Devices

**Wand of Calm Emotions.** Nona uses this wand when her feelings of dread or anxiety become too much.

## Personality

Nona is very extroverted and friendly, especially towards those who share in her love of researching the same things she does. At times Nona can become so excited that her close friends and Tallie, will let her know that she may want to try to take a moment to calm down a bit. Talking to her about her research is a fast way to make friends with Nona. While many might discredit Nona's work, she does not let this get her down since she believes deeply in the work she pursues. Due to this, she will not take the time to correct or argue with those who attempt to put down her life's work. After spending time with others, Nona often feels drained and needs time to recover.

## Plot Hooks

1. The party is in search of a specialist to gain more knowledge about an obscure creature that many are not sure is even real.
  2. The party runs into Nona hot on the trail of a reclusive creature of lore and she needs help tracking it down.
  3. They catch a lecture at a local wizarding school where Nona is presenting on her research, and the reception is mixed.
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# Moonmaeven

December 2, 2022



Moonmaeven ([Druid](#)/[Bard](#))

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Medium Humanoid (High [Elf](#)), Lawful Good  
Cisgender woman (she/her)

Armor Class: 13

Hit Points: 60

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	14 (+2)	15 (+2)	12 (+1)	17 (+3)	17 (+3)

Skills: Acrobatics +5, Arcana +4, Deception +6, Insight +6, Investigation +4, Nature +4, Perception +9, Performance +9, Persuasion +6

Senses: Passive Perception 19

Languages: Common, Druidic, Elvish, Infernal

Challenge: 6

# Abilities

**Druid Spellcasting.** Moonmaeven is a 3<sup>rd</sup>-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following Druid spells prepared:

Cantrips (at will): [Druidcraft](#), [Guidance](#), [Produce Flame](#), [Resistance](#)

1<sup>st</sup> Level (4 slots): [Charm Person](#), [Create or Destroy Water](#), [Detect Magic](#)

2<sup>nd</sup> Level (3 slots): [Enhance Ability](#), [Gust of Wind](#), [Heat Metal](#), [Locate Object](#), [Pass without Trace](#)

**Bard Spellcasting.** Moonmaeven is a 3<sup>rd</sup>-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following Bard spells prepared:

Cantrips (at will): [Mage Hand](#), [Prestidigitation](#)

1<sup>st</sup> Level (4 slots): [Charm Person](#), [Comprehend Languages](#), [Identify](#)

2<sup>nd</sup> Level (3 slots): [Shatter](#), [Silence](#), [Suggestion](#)

**Bardic Inspiration.** As a bonus action, a creature (other than she) within 60 ft. that can hear her gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

**Cutting Words.** As a reaction when a creature (that's not immune to being charmed) she can see within 60 ft. makes an attack roll, ability check, or damage roll, she can expend one use of Bardic Inspiration, roll the die, and subtract the number from

the creature's roll. She can do so after the roll but before knowing the result.

**Fey Ancestry.** She has advantage on saves against being charmed, and magic can't put her to sleep.

**Jack of All Trades.** She can add half her proficiency bonus, rounded down (+1), to any ability check she makes that doesn't already include it.

**Natural Recovery.** Once per long rest during a short rest, she chooses expended spell slots to recover. The spell slots can have a combined level of up to 2, and none of the slots can be 6th level or higher.

**Song of Rest.** If she or any friendly creatures who can hear her performance regains hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

**Trance.** She doesn't need to sleep, but meditates semi consciously for four hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

**Wild Shape.** As an action, she can magically assume the shape of a beast that she has seen before twice per short rest. She can stay in beast shape for 1 hour before reverting back to her normal form (or as a bonus action earlier or if she falls unconscious, drops to 0 hit points, or dies).



# Traits

**Baseless Emotion [Triggered by own shadow and the tricks that it plays on her]**. In addition to the listed traits, any day that Moonmaeven experiences these for more than four hours, she needs to take a short rest or take one level of exhaustion due to the physical toll they take.

**Dread [IE 2, Triggered]**. Moonmaeven feels something looming, as if an unexpected event or entity will come unexpectedly to bring harm. Dread differs from worry in that it has an object, even if she doesn't know what or who that object is. She has a -2 penalty to resist Charisma (Intimidation) checks and saving throws against the frightened condition.

**Restlessness [IE 2, Triggered]**. Moonmaeven feels agitated or panicked. This causes her to be hypervigilant, giving her a +2 bonus to all Wisdom (Perception) in contested Dexterity (Stealth) checks but a -2 penalty to notice harmless details.

**Memory Loss (Anterograde Amnesia) [IE 3, Chronic]**. Moonmaeven is unable to form new memories but recalls her past until  $1d100 \times 30$  days ago or after a specific story arc. Recalling new events, people, directions, or other details requires a successful DC 22 check to remember general information or a higher DC for specific details. She can still sometimes learn procedures and routines. All Experience Points she earns are divided by 4 or, if not using XP level advancement, when gaining or increasing a feat or proficiency, she needs an additional  $3d20$  days to gain the bonus. It also takes her 15 times as long to prepare spells. This form of memory loss has no Frequency. When charmed, Moonmaeven gets an extra saving throw each round as she may forget her favorable impression of the source of the charm.

## Actions

**Scimitar.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

## Assistive Device

### Lyssa's Necklace of Remembering (Memory Loss)

Wondrous Item, Common

This orb, a dragon ouroboros of silver and gold twisting around a cabochon moonstone with two additional moonstones flanking it, is attached to a woven silver and gold necklace worn with the orb in the hollow of your throat. The orb glows gold after significant events (GM's or player's discretion) as it records the memory. When attempting to recall a memory, you have advantage on associated Wisdom checks. On success, the orb glows blue-violet, and you receive a vivid mental image of the memory.

## Service Animal

### Freckles

Medium beast (dog), unaligned

**Armor Class** 16 (studded leather barding)

**Hit Points** 27 (6d8)

**Speed** 40 ft.

	<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	
<b>WIS</b>		<b>CHA</b>			
	12 (+1)	13 (+1)	11 (+0)	8 (-2)	15
	(+2)	12 (+1)			

**Saving Throws** WIS +5, CHA +4

**Skills** Insight +5, Medicine +5, Perception +5

**Senses** passive Perception 15

**Languages** -

**Challenge** 1/2 (100 XP)     **Proficiency Bonus** +3

**Evasive Maneuvering.** If Freckles is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Freckles instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Keen Hearing and Smell.** Freckles has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**On The Job.** Freckles has advantage on Saving Throws against being charmed.

**Powerful Build.** Freckles counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

## **Bonus Actions**

**Pocket Sized (For Your Convenience).** As a bonus action, Freckles can be shrunk down to fit in her partner's pocket. It takes an additional bonus action to have her revert back to her true size.

**Supportive.** As a bonus action, Freckles can expend one of her hit dice (1d8) to help her partner regain hit points. She regains half of her expended hit dice at the end of a long rest.

## **Actions**

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

## Reactions

**Attentive.** Freckles has advantage on Insight (Wisdom) checks to perceive her partner's mood and can use her reaction to help them steady themselves in stressful or distracting situations, giving them advantage on Wisdom saving throws for the next minute.

## Background

Moonmaeven was esteemed among the Druids as both a student and bard, however a hidden passion for glassblowing consumed her free time. Days before her sixteenth birthday, Moonmaeven was crafting a beautiful glass heart of deep hues of blue and purple, and as she dipped it into the furnace to gather a final, clear layer, a sudden crash of thunder distracted her, and the exquisite heart fell into the furnace. Without thinking, Moonmaeven reached into the molten glass and rescued it, cradling the heart carefully in her hands as she reattached it to the glass crown. It was then that Moonmaeven realized she wasn't a pureblooded Elf, and she began to seek the truth of her hidden Tiefling heritage.

A few years later, Moonmaeven dreamed of receiving her Druid's cloak – the symbol of her acceptance as both a Master Druid and Master Bard. Within the intricately crafted designs of oak leaves and acorns, a delicate hand had also woven the patterns of the stars as they moved through the heavens, depicted the symbols for each of the elements, and had stitched glassblower's tools. Surprise filled Moonmaeven as she saw that each of the stars had been intricately stitched out of musical notes, quite literally filling the sky with her song. Waking, Moonmaeven's eyes glistened with unshed tears as she made her way to the

Druid's circle, finding everything exactly as she had dreamed it.

It was time.

Backlit by the rising sun, Moonmaeven's glass circlet of flowers glowed brightly as she entered the circle. Eyes closed, she made her way to the stone altar, bare feet silent on the grass. Lifting the robe reverently, she inspected it for a long moment before sliding her arms into the bell sleeves and adjusting it just so. Moonmaeven turned to face the other Druids, and for a moment, silence reigned. There was a collective intake of breath from the Druids around her as they sank to their knees, acknowledging her as their Queen. For all their knowledge, they lacked the words to adequately express their emotions, but she could see the pride shining in the other Druids' eyes. What she hadn't expected was to see such sadness, too. The Druids realized it was time for Moonmaeven to leave them and fulfill her destiny – a perilous journey from which she may not return.

## Personality

Intrinsically regal, yet irreverent, Moonmaeven radiates an easy confidence that instills trust by virtue of her hard-working, down-to-earth demeanor. As a Druid, Moonmaeven is a fierce defender of nature, caring about every plant and animal she comes across. As a Bard, she is a fierce defender of people everywhere - particularly the downtrodden and forgotten.

Moonmaeven insists on fairness and equality, sharing stories of faraway lands where everyone has enough. She loves entertaining others and giving them hope for a better life. Her profession is that of a glassblower, and Moonmaeven takes great pride in crafting her work, infusing it (unknowingly) with her Elven and Tiefling essences. She always creates pieces that even the least

fortunate can afford, often giving them away freely so that they can have something to keep them warm at night.

Moonmaeven is clairvoyant and can see the future, but she cannot remember it. She only knows how things feel, which doesn't help, because sometimes the immediate choices are both positive or both negative, and she might not realize she picked the wrong path until the next set of choices becomes clear (d20 roll 15 or higher to make the right choice the first time). With every correct choice, Moonmaeven gets closer to the future she saw, and the rolls get easier to make (14, then 13, then 12, etc.) until she always makes the right choice without a roll. But because Moonmaeven is also often wrong with her early choices, her party finds it hard to believe her and often overrules her, which puts her back at needing to roll a 15 or higher again. If Moonmaeven fails the roll, she makes a wrong choice, and continues to make wrong choices until she rolls 18 or higher.

## Plot Hooks

1. Moonmaeven has a reward available for whomever can find her missing glass art that was stolen a few nights before it was supposed to go on display.
2. Moonmaeven may request adventurers to hand deliver an expensive and one-of-a-kind glass art created for a special event. She rarely accepts jobs to create exclusive items, but this request came from someone special to her and she would never tell them no.
3. Moonmaeven teaches homeless children (and any who ask) basic spells such as [Goodberry](#) and [Create or Destroy Water](#) so they don't have to steal to survive, imbuing them with energy so they won't use a spell slot.

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# Professor Onyx

December 2, 2022



Professor Onyx ([Monk](#))

Medium Humanoid ([Tiefling](#)), Lawful Good

Nonbinary (they/them)

Armor Class: 13

Hit Points: 33

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	12 (+1)	12 (+1)	18 (+4)	14 (+2)	8 (-1)

Skills: History +7, Religion +7, Arcana +4, Investigation +4

Senses: Passive Perception 12, Darkvision 60 ft.

Languages: Common, Infernal

Challenge: 5

# Abilities

**Ki.** They can harness the mystic energy of ki. They have five ki points with a DC 13 ki save.

**Martial Arts.** They gain the following benefits while they are unarmed or wielding only monk weapons and they aren't wearing armor or wielding a shield:

They can use Dexterity instead of Strength for the attack and damage rolls of their unarmed strikes and monk weapons.

When they use the Attack action with an unarmed strike or a monk weapon on their turn, they can make one unarmed strike as a bonus action. For example, if they take the Attack action and attack with a quarterstaff, they can also make an unarmed strike as a bonus action, assuming they haven't already taken a bonus action this turn.

**Deflect Missiles.** They can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack. When they do so, the damage they take from the attack is reduced by  $1d10 + 6$ .

If they reduce the damage to 0, they can catch the missile if it is small enough for them to hold in one hand and they have at least one hand free. If they catch a missile in this way, they can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition they just caught, as part of the same reaction. They make this attack with proficiency, regardless of their weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**Flurry of Blows.** Immediately after they take the Attack action on their turn, they can spend 1 ki point to make two unarmed strikes as a bonus action.



**Infernal Legacy.** They know the Thaumaturgy cantrip. They can cast the Hellish Rebuke spell as a 2nd-level spell once and the Darkness spell once with this trait and regain the ability to do so when they finish a long rest. Charisma is their spellcasting ability for these spells.

**Patient Defense.** They can spend 1 ki point to take the Dodge action as a bonus action on their turn.

**Slow Fall.** They can use their reaction when they fall to reduce any falling damage they take by 25.

**Step of the Wind.** They can spend 1 ki point to take the Disengage or Dash action as a bonus action on their turn, and their jump distance is doubled for the turn.

**Stunning Strike.** They can interfere with the flow of ki in an opponent's body. When they hit another creature with a melee weapon attack, they can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of their next turn.

## Traits

**Sensory Processing Difference (Sensory Under-Responsivity: tactile and auditory) [IE 1, Chronic].** Onyx has difficulty detecting tactile and auditory sensory input, causing them some difficulty with coordination and their awareness of the volume at which they are speaking. Due to this they take a -1 penalty to Wisdom (Perception) rolls involving these senses. Additionally, they take a -1 penalty to all Dexterity ability checks and a +1 bonus to rolls to resist pain or torture in addition to resistance to psychic damage.

**Social Interaction Difference [Impact Extent 2, Chronic].** They have trouble interpreting the social aspects of language, both

verbal and non-verbal, and the feelings being conveyed. This can make them seem insensitive as they miss sarcasm, avoid eye contact, take expressions literally, or don't attend to the subject as neurotypical people would expect, or they tend to repeat phrases spoken to them as they process them. They have a -(IE) penalty on Charisma (Persuasion) and Charisma (Deception) and Wisdom (Insight) checks. They can use Masking to mitigate these effects.

**Special Interest (Cooking) [IE 2, Chronic]**. Due to Professor Onyx's special interest in cooking, they gain a +2 bonus on checks related to identifying food, how it is made, and the cultural background of the food item itself. However, they will often try to turn conversations towards the subject of cooking, despite the desires of their conversation partner(s). Onyx must succeed on a DC 10 Charisma saving throw to avoid attempting to shift the subject of discussion to cooking.

## Actions

**Extra Attack.** They can attack twice, instead of once, whenever they take the Attack action on their turn.

**Quarterstaff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) or 5 (1d8 + 1) bludgeoning damage.

**Unarmed strike.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

## Background

Professor Onyx lovingly teaches at a secret monastery for monk disciples. The professor takes great pride in preparing their students for the world. Professor Onyx holds vast knowledge in an array of disciplines, including history, both ancient and

contemporary; religion; and the arcane arts. Many students will struggle at first with Professor Onyx's way of interacting with them due to the professor's high energy and rapid-fire speech, however, students soon discover that Onyx is not attempting to berate them with knowledge or superiority, but rather shares this information out of a genuine love of teaching and learning.

Before joining the monastery, Onyx traveled alone, collecting information, folklore, and rumors about various parts of the world. The professor enjoyed meeting a diverse collection of individuals and an expanding sense of what the world could be. Onyx grew up in a small village where much hate was directed towards anyone different, themselves included. While Onyx thrived for many years navigating this environment and were well respected by their peers, eventually Onyx needed a change of pace, becoming more flustered, overwhelmed and generally exhausted by all the changes and experiences. Having heard of the monastery and what it offered, Onyx sought it out with the hope of shaping new minds and reducing the fear and hate of other cultures.

## **Personality**

Generally an outgoing social person, Onyx struggles to read social cues, such as telling when others are not interested in learning something or may not have time right now in the moment due to other pressing matters. Additionally, the professor often gets caught up in the semantics of language and whether things make rational sense. This can lead to Professor Onyx appearing argumentative; however, they view this as a fun game to be played among peers and friends to see who is right. However, Onyx, upon realizing they have made someone uncomfortable, will quickly apologize and move on.

When it comes to their students, Onyx has been known to be extra

kind and comforting to anyone they pick up on as having a hard time. The professor will invite them for tea with baked sweets made from scratch. For those who do not have family to visit on holidays, Professor Onyx will cook a feast with many amazing dishes from around the world. As a lover of food, Onyx will share what is in each dish and the history behind it. Through this, the professor monk has been able to impact the lives of many students beyond the classroom.

## Plot Hooks

1. The party needs to collect information on a culture, history, or religious group they are unfamiliar with.
2. A party member needs a sympathetic person to listen to them and help mentor the PC towards growth.
3. The party needs to seek refuge away from the world and time to heal.

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## Ripley Vance

December 2, 2022



Ripley Vance ([Rogue](#))

Small Humanoid ([Halfling](#)), Chaotic Good

Genderfluid he/she/they

Armor Class: 13

Hit Points:23

Speed: 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8 (-1)	14 (+2)	8 (-1)	16 (+3)	12 (+1)	16 (+3)

Skills: Acrobatics +5, Deception +6, Investigation +9, Stealth +6

Senses: Passive Perception 17

Languages: Common, Halfling, Thieves' Cant

Challenge: 5

## Abilities

**Cunning Action.** Their quick thinking and agility allow them to move and act quickly. They can take a bonus action on each of their turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Fast Hands.** They can use the bonus action granted by their Cunning Action to make a Dexterity (Sleight of Hand) check, use their thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

**Second-Story Work.** They can climb faster than normal; climbing no longer costs them extra movement. In addition, when they make a running jump, the distance they cover increases by a number of feet equal to their Dexterity modifier.

**Sneak Attack.** They know how to strike subtly and exploit a foe's

distraction. Once per turn, they can deal an extra 3d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or a ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

**Uncanny Dodge.** When an attacker that they can see hits them with an attack, they can use their reaction to halve the attack's damage against them.

## Traits

**Missing Left Eye**. Ripley lost their eye during the fire that claimed their parent's life. Due to this, they have **Blindness** (IE 4) to all checks on the left side of their body. This includes ranged attacks, jumping, or anything else dependent on perception.

**Speech Impediment** [IE 2, Chronic]. Ripley has a stutter, and, at times, it can be challenging for others to understand them. Ripley takes a -2 penalty to all speech-related rolls and must modify any spells to be within their word range.

## Actions

**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

## Background

Ripley has lived a challenging life growing up in the city. After Ripley's parents died in a fire, they were raised by their aunt and uncle who sold exotic animals and were very kind.

Though well loved by their adopted family, Ripley often struggled with feeling accepted by others. Seeing that their child was struggling, Ripley's parents gifted them a lynx named Button. As Button and Ripley grew together, so did the little halfling's confidence. Soon Ripley was running all around the city causing mayhem, Button by their side. After several run-ins with the local guards and lectures from his parents, Ripley found themselves faced with a tough choice: settle down or leave home to make their way in the world.

Wandering through the city one day, Ripley overheard a lecture on alchemy and ways of implementing it in healing. This excited them enough that the little halfling ran home and decided to become a student of alchemy at the local academy. Having only just started, Ripley knows nothing, but that doesn't stop them from experimenting, much to the dread of their parents and Button.

## **Personality**

Ripley is a halfling full of energy and always on the go. If they aren't in class listening to a lecture on the creation of mutagens or the properties of gold, they are out testing mixtures in abandoned houses or remote parts of the city. Sometimes Ripley can become so excited talking about a recent experiment that it will become hard to understand them. While used to this, if asked to repeat too much, Ripley will become frustrated and sullen. You also will never see Ripley without Button. The two are thick as thieves and Ripley will flatly refuse any situation that doesn't allow them to take Button with them. Sadly, if people cannot keep up with Ripley's thoughts, they are prone to becoming rude or condescending. If reprimanded for this, Ripley feels very guilty and often offers to make someone a mixture of their latest experiment as compensation.

# Plot Hooks

1. The party is investigating the local academy and needs someone who knows all its secrets.
2. The party is seeking a knowledgeable alchemist and Ripley, falsely, identifies themself as such.
3. The party sees Ripley running away from the local guards while Buttons gets caught, leading to Ripley taking a stance all alone.