

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.

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.

Elf

December 2, 2022

Elf Traits

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



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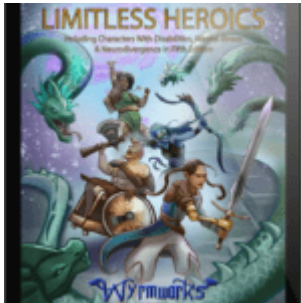
Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

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.

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](#)

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](#)

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

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

3rd 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.

Moonmaeven

December 2, 2022



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

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 3rd-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](#)

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

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

Bard Spellcasting. Moonmaeven is a 3rd-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](#)

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

2nd 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 × 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.

	STR	DEX	CON	INT	
WIS		CHA			
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 themselves 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.

Robert Houlroyd

December 2, 2022



Robert Houlroyd ([Druid](#))

Medium Humanoid ([Human](#)), Neutral Good

Cisgender man (he/him)

Armor Class: 14

Hit Points: 36

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	16 (+3)	12 (+1)	16 (+3)	20 (+5)	10 (+0)

Skills: Animal Handling +6, Arcana +5, History +5, Insight +6, Investigation +5, Nature +7, Perception +6,

Senses: Passive Perception 16

Languages: Common, Druidic, Sylvan, Common Sign Language

Challenge: 4

Abilities

Spellcasting. Robert Houlroyd is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following Druid spells prepared:

Cantrips (at will): [Guidance](#), [Mending](#), [Resistance](#), [Shillelagh](#)

1st Level (4 slots): [Create or Destroy Water](#), [Detect Poison and Disease](#), [Entangle](#)

2nd Level (3 slots): [Barkskin](#), [Enhance Ability](#), [Lesser Restoration](#), Locate Animals and Plants

Natural Recovery. Once per long rest during a short rest, he 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.

Wild Shape. As an action, he can magically assume the shape of a beast that he has seen before with a maximum CR 1/2 with no flying speed twice per short rest. He can stay in beast shape for 2 hours before reverting back to his normal form (or as a bonus action earlier or if he falls unconscious, drops to 0 hit points, or dies).

Traits

[Hearing Loss](#) [IE 4, Chronic]. Robert is completely deaf, which

gives a -4 penalty on hearing-related checks but +4 on saving throws related to attacks that use sound (e.g. banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

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

Sickle. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Background

Robert Houlroyd was born without the ability to hear. That never stopped him from exploring and living his best possible life. Robert harnessed his other senses and, especially, can connect with the world when out in nature. He discovered this at a young age, which drove him instantly to become a Druid. Many people did not believe he would succeed. However, Robert proved every one of those people wrong. He learned how to communicate with nature and the animals around him in the swamps around the area in which he grew up. Robert realized how much he enjoyed flowers, and decided to create his own botany shop. At first, the shop was small, and only a few people would drop by. However, after one special trip to the swamp, Robert found a rare plant and brought it back to their shop. This plant has an unusual shape and color pattern that no other druid had noticed before. People started coming to this shop to see this rare plant, soon realized how talented a botanist Robert is, and have continued coming back. Robert loves all of the new attention that he is getting, especially because he gets to communicate with people about plants, flora, and fauna.

Personality

Robert Houlroyd is sweet and charming. He is able to communicate with others who understand sign language and also by writing on different surfaces. He is very sociable with everyone. Everyone knows that Robert is a well-meaning person who has others' interests at heart. He loves plants as much as he loves people. Robert is also a smart businessperson. He runs the botany shop well, and everyone comes back to his shop due to the atmosphere. Robert has developed a really strong relationship with one of the prize-winning plants in his shop. Customers are always asking to purchase it; however, he refuses to let that one particular plant go. He knows that that plant is what got him to fall in love with botany in the first place.

Plot Hooks

1. Adventurers may find Robert in a nearby swamp trying to protect the local flora from individuals who want to build land there.
 2. Adventurers would be hired to take a cutting of a rare plant so that Robert can propagate and sell it at his shop.
 3. Robert may request the help of the adventurers as one of his plants has become out of control, and he is unsure of what to do.
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Quintessence

December 2, 2022



Quintessence ([Bard](#))

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

Transgender woman (she/her)

Armor Class: 13

Hit Points: 33

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	14 (+2)	12 (+1)	14 (+2)	8 (-1)	17 (+3)

Skills: Arcana +6, Investigation +4, Performance +7

Damage Resistance: Fire

Senses: Darkvision 60 ft., Passive Perception 9

Languages: Common, Infernal

Challenge: 5

Abilities

Spellcasting. Quintessence is a 5th-level spellcaster. Her

spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following Bard spells prepared:

Cantrips (at will): [Mage Hand](#), [Minor Illusion](#), [Thaumaturgy](#), [Vicious Mockery](#)

1st Level (4 slots): [Bane](#), [Disguise Self](#), [Faerie Fire](#), [Illusory Script](#)

2nd Level (3 slots): [Invisibility](#), [Silence](#)

3rd Level (2 slots): [Glyph of Warding](#), [Hypnotic Pattern](#), [Major Image](#)

Artistic Creation Quintessence can draw a representation of a non-magical object or a creature of CR $\frac{1}{2}$ or lower. Once she has completed the drawing, a magical simulacrum of it magically appears in an unoccupied space within 30 feet of her. Any creature summoned in this way uses the statistics of the creature it duplicates, except that it is a construct. The creature is friendly to her and any creatures she designates. Its initiative is the same as Quintessence's but acts immediately after hers, and obeys her spoken commands. It remains for 24 hours, until it dies, or when the original drawing Quintessence made is destroyed.

It takes Quintessence one action to draw a tiny object or creature in her art book. If she wishes to create something larger, she can spend an additional round concentrating (as if concentrating on a spell) on the drawing for every size category above tiny (she can draw anything in this manner, no larger than large, and must have a surface big enough to draw on). She can use this feature three times per day, regaining expended uses after a long rest.

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.

Infernal Legacy. She knows the [Thaumaturgy](#) cantrip. She can cast [Hellish Rebuke](#) (2nd) once per long rest. Charisma is her spellcasting ability.

Song of Rest. If she or any friendly creatures who can hear her performance regain 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.

Traits

[Attention Difference](#) [IE 4, Remission]. Quintessence has trouble choosing subjects to focus on and switching between them. When performing any sustained task, she must succeed on a DC 12 Constitution saving throw. Failure indicates that she's been distracted – all related skill checks take eighty percent times as long to complete. While distracted, she has a +4 on passive Wisdom (Perception). On success, she becomes hyperfocused and has advantage on all related skill checks. While hyperfocused, she has a -4 penalty on passive Wisdom (Perception).

When anticipating an important upcoming event, she must succeed on a DC 10 Constitution saving throw. Failure indicates that she's distracted by that event as above until it begins.

[Learning Difference \(Dyslexia\)](#) [IE 4, Chronic]. Quintessence has difficulty accurately reading words. Preparing a spell from a spellbook takes her an additional 80% of the standard time unless she has someone assisting her by reading it to her.

Refractive Differences (Blurred Vision) [IE 2, Chronic]. Everything is blurry. Quintessence has -2 on all attack rolls and Wisdom (Perception) checks to see details or read. Her spellbook needs to be written in very large letters or by some other means to allow her to read it.

Actions

Quintessence has learned how to work with enchanted inks in creative and artistic ways, including attacking with them when necessary.

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

Incendiary Ink. Ranged Spell Attack: +5 to hit, range 30/120 ft., one target. Hit: 10 (2d6 + 3) fire damage.

Assistive Devices

[Leggo's Lexical Lenses](#) (Dyslexia)

Wondrous Item, Common

These ivory-framed spectacles help you read text that is inaccessible to you. While wearing these, any written words that you see appear to change their font, size, and layout to make them easier for you to read, reducing the IE of [Dyslexia](#) and other traits involving word shape or placement by 2. The lenses will transliterate words written in an alphabet that you can't read but not translate them. These lenses have 1 charge. While wearing them, you can use an action to expend the charge and cast the [Comprehend Languages](#) spell. The lenses regain their charge daily after a long rest. Wearing them in environments with a lot of words (e.g. libraries) can disorient you as words

constantly morph around you. You have a -2 penalty on all Wisdom (Perception) checks in such environments while wearing the lenses.

Background

Quintessence (goes by Quin with most people) was born to a family with strong ties to the infernal. Her father was a shrewd businessman who used magically infused inks to create binding contracts. He hoped that she would grow up to be the heir of his business, however, she had no interest in this. This was mainly because she found the legalistic aspects extremely dull, and her dyslexia made it almost impossible to pass the dry and complicated text of contracts even with assistive devices. This displeased her father, but she knew that she could not live the same life as him. In her boredom, she often would doodle with the enchanted inks, much to her father's annoyance. She eventually started to figure out ways to use them more creatively and artistically. Quintessence saw her magic come to life in a way more entertaining than business contracts that her father dealt with and realized the endless possibilities she could make with but a pen stroke. Her father restricted her ability to create the art she wanted, so she decided to run away, taking as much enchanted ink as she could. Since then, Quintessence has traveled the world, trying to add color everywhere she goes.

Personality

Quintessence is a super friendly and bubbly person. She finds everywhere she goes is fascinating, as she had had quite a sheltered childhood, and often will get distracted by things that interest her. She takes in all of the world around her as inspiration for the magic that she wields and wants to bring to

the world. Quintessence enjoys the process of creation, often getting ideas to improve the area she is in or the lives of people there. She often will jump straight into bringing these ideas to life without thinking to check if the people it affects would benefit or appreciate it. When she has an idea, she is headstrong and will make sure it gets completed, no matter how complicated it may become.

Plot Hooks

1. The adventurers may find Quintessence if they need any special magic items to be designed; she would agree to provide her services if they would help her find rare inks and paints for her collection.
2. Quintessence may ask the group to take her on a journey to explore an area to spark her creativity.
3. Quintessence has painted a larger and more potent piece that must be delivered to the royalty within a strict deadline. However, to deliver the item, they must cross through a location rumored to have many bandits.