

Precision

July 29, 2023



Medium humanoid ([tiefling](#)), Chaotic Neutral
Cisgender, he/him

Armor Class 16

Hit Points 87

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 19 (+4) | 14 (+2) | 11 (+0) | 15 (+2) | 10 (+0) |

Skills Acrobatics +8, Athletics +5, Insight +6, Religion +4

Damage Resistances fire

Damage Immunities poison; disease

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish, Goblin, Infernal

Challenge 12 (8,400 XP)

Traits

Muscle Control [IE 4]. Precision's arms and hand muscles don't always act the way he wishes. The muscles are permanently contracted, and allow him only slight fine motor control. Precision's IE serves as a guideline for specific effects and, generally, a -4 penalty on all Strength checks and saving throws and attacks. Precision has learned to use his feet for unarmed attack rolls and can use his tail to draw and load his

hand crossbow.

At the same time, the extra balance and exertion required tires him, so every time Precision attempts a Strength (Athletics) or Dexterity (Acrobatics) check, he must succeed on a DC 10 Constitution saving throw or reduce his movement by 5 until taking a short rest.

Abilities

Infernal Legacy. Precision's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day each: [Hellish Rebuke](#), [Darkness](#)

Ki. Precision can spend Ki Points to fuel ki features. He has 12 points per short rest, and his Ki save DC is 14.

Patient Defense. Precision can spend 1 ki point to take the Dodge action as a bonus action on his turn.

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

Stunning Strike. When Precision hits with a melee weapon attack, he can spend 1 ki point to make the target stunned until the end of Precision's next turn if he fails a Constitution saving throw (DC 14).

Evasion. When Precision is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Open Foot Technique. Whenever Precision hits with one of his Flurry of Blows attacks, he can impose one of the following effects on that target: fall prone if it fails a Dexterity saving throw (DC 14), get pushed up to 15 ft. if it fails a Strength saving throw (DC 14), or it can't take a reaction until the end of Precision's next turn.

Stillness of Mind. Precision can use an action to end one effect on himself that is causing him to be charmed or frightened.

Unarmored Movement Improvement. Precision can move along vertical surfaces and across liquids on his turn without falling during the move.

Wholeness of Body. Once per long rest as an action, Precision can regain 36 HP.

Tranquility. At the end of a long rest, Precision gains the effect of a [Sanctuary](#) spell (DC 14) that lasts until the start of his next long rest (unless it ends as normal).

Actions

Dart. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Flurry of Blows. After he takes the Attack action on his turn, Precision can spend 1 ki point to make two unarmed strikes as a bonus action.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. When Precision uses the Attack action on his turn, he can make one unarmed

strike as a bonus action. Unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Extra Attack. *Precision can attack twice, instead of once, whenever he takes the Attack action on his turn.*

Reactions

Deflect Missiles. *Precision can use his reaction to deflect or catch the missile with his toes when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 1d10 + 16. If he reduces damage to 0 and has a free foot, he can spend 1 ki point to make a ranged attack with the same missile (as with a monk weapon) with range 20/60.*

Slow Fall. *Precision can use his reaction when he falls to reduce any falling damage he takes by 60.*

Background

Precision's parentage is unknown, as he was found as an infant on the steps of a monastery. The [monks](#) sought an adoptive home for him, but the local villages had no home for a tiefling with cerebral palsy. But Precision never missed what he never knew, and he loves the 22 monks who raised him and taught him the Way of the Open Fist, which he adapted to follow using his feet and tail.

As a young adult, he had a vivid dream about other tiefling children being taken by [devils](#), and he believed it to be a sign. Not knowing whether the dream referred to literal devils recruiting tieflings into their army or to the hellish situations many tieflings endure, he dedicated himself to finding other tieflings and helping them choose their own

future—a future of hope.

As he travels, he watches for and keeps track of people who seem kind and accepting, who might be willing to foster or adopt an abandoned disabled or tiefling child.

Personality

Many people don't take Precision seriously, seeing his contracted arms and the way his muscles tend to tilt his head, and underestimate him as a result. He also tends to see humor in most situations in life, and is quick to laugh at irony or add a joke to bring a grin to any encounter. But when he sees someone in distress, especially a child, a tiefling, or anyone being mistreated, his smile disappears as he springs into action, typically leading with the hand crossbow strapped to his leg as he closes any distance, followed by a series of devastating kicks.

Plot Hooks

- Precision asks the party to help him find a kidnapping victim.
 - Rumors are reporting that a portal to the hells has opened, and devils are abducting tieflings. Precision is investigating the rumors and invites the party to assist him.
 - The party finds an abandoned tiefling child along the road. If they rescue them, they will eventually encounter Precision, who will help them find a suitable home.
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Eilwynn Ilaras

July 29, 2023



Medium humanoid ([high elf](#)), Lawful Good
Cisgender, she/her

Armor Class 13 (leather armor)

Hit Points 17

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 14 (+2) | 14 (+2) | 14 (+2) | 15 (+2) | 10 (+0) |

Saving Throws Intelligence +4, Wisdom +4

Skills Animal Handling +4, Investigation +4, Nature +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Elvish, Giant, Gnomish, Sylvan

Challenge 2 (450 XP)

Spellcasting. Eilwynn is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Eilwynn has the following [druid](#) spells prepared:
Cantrips (at will): Create Bonfire, [Druidcraft](#), [Shillelagh](#)
1st level (4 slots): [Cure Wounds](#), [Entangle](#), [Fog Cloud](#), [Thunderwave](#)

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

Mage Hand. Eilwynn can cast the [Mage Hand](#) cantrip at will. Her spellcasting ability for this cantrip is Intelligence.

Natural Recovery. Once per long rest during a short rest, Eilwynn chooses expended spell slots to recover. The spell slots can have a combined level of up to 1.

Trance. Eilwynn doesn't need to sleep, but instead meditates semiconsciously for 4 hours a day. While meditating, she can dream after a fashion; such dreams are 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, Eilwynn 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 to her normal form (or as a bonus action earlier or if she falls unconscious, drops to 0 hit points, or dies). Eilwynn prefers to Wild Shape into a [wolf](#).

Traits

[Baseless Emotion](#) (Panic/Nervousness, Worrying) [IE 2, Periodic].

Panic/Nervousness. Eilwynn has an overwhelming feeling of panic. All spellcasting and ability checks require that she either succeed on a Constitution saving throw to maintain concentration or make the subsequent check with a -(IE) penalty, and tasks that normally require a Constitution saving throw are made with a -(IE) penalty.

Worrying. Eilwynn has an overwhelming fear of the future, both near and distant. She has a -(IE) penalty on saving throws against the frightened condition and a -(IE) penalty on Charisma (Persuasion) checks as her own doubt makes her less convincing

to others.

Eilwynn's traits fluctuate. At the end of each trait's duration, the trait gradually disappears over 1d100 hours.

The penalty to saving throws against the frightened condition is always present.

Eilwynn can reduce the IE to 1 by using a short rest to use her staff with breathing and grounding exercises or by succeeding on a DC 13 Constitution saving throw after 1d10 minutes in Wild Shape, repeating the attempt on failure every 1d10 minutes until succeeding.

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shillelagh. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Staff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Background

In Eilwynn's village, every young elf spends time adventuring as a rite of passage to expand their perception of the world and to learn to defend themselves and their village against any threat. Eilwynn grew up listening to the stories of those who had set

out before her and mourned those who didn't return. She gets anxious when people leave and is relieved when they get back, she knows everyone currently away, and remembers what she heard about each quest.

Her time has come, and she's spent her life training with the druids in preparation. She feels as ready as her anxiety will let her. Some in the village have told her that she should take exemption from adventuring because of her anxiety, but she's determined to prove her competence, both to the village and to herself.

Personality

Eilwynn cares about everyone she meets. Sympathy and empathy motivate her, and she's known for helping those in trouble. She is trusting to a fault and worries about everyone, even when there is nothing that she can possibly do to help.

Plot Hooks

- The party is trapped or lost in the woods. A wolf approaches them and helps them out of the trap or guides them to a path, and then transforms back to elf shape. It is Eilwynn, eager to help. She offers to serve as a guide.
- Local ranchers have been complaining about wolves eating their sheep and have called for large-scale hunting. Eilwynn has been listening to the stories and doesn't believe the accounts reflect typical wolf behavior. She asks the party to help her protect the local wolf packs and find the truth.
- One of Eilwynn's peers recently died in a quest, and their parents left to investigate. Eilwynn is worried that the parents are looking for revenge more than information and

will do something drastic. She asks the party to help her follow them and prevent tragedy.

Hadarai Liadon

July 29, 2023



*Medium humanoid ([elf](#)), Chaotic Neutral
Nonbinary, fae/faer/faerself*

Armor Class 15 (leather armor)

Hit Points 23

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 18 (+4) | 10 (+0) | 13 (+1) | 13 (+1) | 15 (+2) |

Saving Throws Dexterity +6, Intelligence +3

Skills Acrobatics +6, Deception +6, Insight +3, Perception +3, Performance +4, Persuasion +4, Sleight of Hand +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elvish, Goblin, Orc, Thieves' Cant

Challenge 4 (1,100 XP)

Cunning Action. Hadarai can take a bonus action on each of faer turns to take the Dash, Disengage, or Hide action.

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

Fey Ancestry. Hadarai has advantage on saves against being charmed, and magic can't put faer to sleep.

Second-Story Work. Climbing no longer costs Hadarai extra movement, and when fae makes a running jump, the distance fae covers increases by +4 feet.

Sneak Attack. Once per turn, Hadarai can deal an extra 2d6 damage to one creature fae hits with an attack with a finesse or ranged weapon if fae has advantage on the attack roll. Fae doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and fae doesn't have disadvantage on the attack roll.

Spellcasting. Hadarai can cast the [Prestidigitation](#) cantrip. Faer spellcasting ability is Intelligence.

Trance. Hadarai doesn't need to sleep but instead meditates semiconsciously for 4 hours a day. While meditating, fae can dream after a fashion; such dreams are mental exercises that have become reflexive through years of practice. After resting in this way, fae gains the same benefit that a human does from 8 hours of sleep.

Traits

[Hair Growth Difference](#) [IE 4]. Hadarai has reduced hair growth relative to faer ancestry. While mostly cosmetic and cultural, it may result in a -4 penalty on certain Charisma checks, depending on the culture. The player and GM should discuss the

effect in their campaign world. In extremely hot or cold environments, the saving throws as outlined in official fifth edition sources have a bonus or penalty of 2 accordingly.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Background

Hadarai spent faer childhood climbing every tree in the forest and most of the buildings in the village. Since faer parents often couldn't find faer (usually because they weren't looking up high enough), fae got faerself into trouble often. Fae would slip down and steal snacks and trinkets from neighbors and wouldn't be discovered unless a parent later found the item in a pocket or drawer.

As Hadarai neared adulthood, faer hair started falling out until none remained. For a long time, fae struggled with this and faer identity, and faer peers distanced themselves, fearing the hair loss was contagious. Fae tried to cover the hair loss by drawing on eyebrows and wearing wigs, hats, and bandanas, but those attempts seemed to draw attention to faer condition and made faer even more self-conscious. Fae withdrew from social interaction as much as possible, hiding in trees and on rooftops, with the birds and squirrels there making inadequate

companions. Fae eventually attempted to ingratiate faerself back into faer social circles by pulling outlandish stunts and having more boisterous interactions; these did help somewhat, but felt uncomfortable.

In faer time on the roofs, fae encountered a hairless squirrel. Fae began feeding it and noticed that faer new friend, "Gulaabee," didn't seem bothered by its lack of fur, nor did its fellow squirrels react differently. Inspired by Gulaabee, fae gradually accepted faer new appearance and replaced the rowdy presentation with a quiet confidence, although fae can still draw attention when necessary and has learned to direct faer social interactions to faer benefit.

Personality

Depending on the demands of an environment, Hadarai presents as either quietly confident but cordial, or as the loud center of attention, manipulating conversations or swinging from chandeliers as needed. Fae enjoys wearing a variety of hats and uses them as much for social and performance props as clothing.

Fae is comfortable in urban and wilderness alike but prefers places with tall buildings or trees, the higher the better, that fae can climb and prefers to spend long rests high in a tree or on the highest rooftop nearby.

Plot Hooks

- Hadarai has stolen a valuable item from a wealthy person who wants it back and hires the party to track Haradai down and return the item. However, the party discovers that Hadarai had a good reason to steal the item.
- While climbing a tower, Hadarai discovered something disturbing at the top. Fae asks the party to help faer

investigate, and respond to, this unsettling discovery.

- Hadarai has been hired to acquire an object, but fae needs some help getting past some obstacles and hires the party to assist.

Naiara Trevica

July 29, 2023



*Medium humanoid ([human](#)), Lawful Neutral
Cisgender, she/her*

Armor Class 18 (chain mail, shield)

Hit Points 12

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 14 (+2) | 15 (+2) | 9 (-1) | 13 (+1) | 11 (+0) |

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Nature +1, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Dwarvish, Giant, Gnomish

Challenge 2 (450 XP)

Fighting Style: Dueling. When Naiara is wielding a melee weapon

in one hand and no other weapons, she gains a +2 bonus to damage rolls with that weapon.

Second Wind. *Once per short rest, Naiara can use a bonus action to regain 1d10 + 2 HP.*

Action Surge. *Naiara can take one additional action on her turn. This can be used 1 time per short rest.*

Traits

Finger Difference *(Shape Diversity) [IE 2]. Eight of Naiara's fingers bend sideways, away from her thumb. She has penalties to any action using her hands, giving a -2 on attack rolls, ability checks, and saving throws requiring grip.*

Hand Stiffness [IE 2]. *Naiara's fingers on both hands are difficult to move without extreme pain. She has a -2 penalty on any action that would use that joint, including attack rolls. When she succeeds on a melee attack, the vibrations from the impact are painful, and she needs to succeed on a DC 10 Constitution check to fight the pain and continue to hold her weapon.*

Actions

Light Crossbow. *Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.*

Longsword. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.*

Assistive Devices

Compression Gauntlets. These gauntlets reduce arm or hand pain by 1 IE for 10d6 minutes per day and require an action to equip.

Weapon Brace. This brace attaches to the forearm and provides a wider grip for most melee weapons, along with a rubber strap for additional stability, reducing the IE or grip-associated actions by 1 IE.

Background

Naiara is a fourth-generation, middle-aged mercenary, spending her life traveling and fighting to provide for her family. She calls no place home, and no nation owns her loyalty, as she has seen both virtue and corruption wherever she has served. The intense fighting that has occupied her life has taken its toll on her hands as she developed arthritis in her fingers. While her fingers are weakened, Naira's resolve remains undiminished, and her reputation precedes her as she is sought by employers and feared by adversaries.

As her hands stiffened, Naiara worked with an orthotist to develop a brace to help her hold weapons, and her favorite armorer built a compression layer into her gauntlets to aid with the pain.

Personality

Naiara clearly delineates business and pleasure. When she's fighting, she's all business; it's neither personal nor passionate. When she's off-duty, Naiara enjoys a drink and a tavern song, and woe to anyone who would challenge her or

threaten her friends. She doesn't appreciate "going to work" without payment, so when she's done with a challenger, she will expect some compensation from the challenger "for time and services rendered."

Between jobs, Naiara spends time relaxing with her family, most of whom work with her. She also enjoys using her time helping communities damaged by war, even if her own work brought upon the destruction. It was just business, after all, and the civilians bear no responsibility for their leaders' decisions.

Plot Hooks

- After a massive battle, Naiara is helping the village rebuild, but the magic crystal upon which the city's economy was built got damaged in the fight. She asks the party to track down a replacement crystal or the necessary ritual to repair it.
- During a recent battle, some of Naiara's family were taken as prisoners. She asks the party to help her rescue them. "That's war, but this is family."
- Naiara's armorer friend built an expensive suit of armor for a noble, but the noble took it and left without paying. Naiara asks the party to help her exact payment.

Lechlun Adarian

July 29, 2023



Medium humanoid ([human](#)), Chaotic Neutral
Cisgender, he/him

Armor Class 13 (16 with Mage Armor)

Hit Points 38

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 16 (+3) | 14 (+2) | 17 (+3) | 13 (+1) | 11 (+0) |

Saving Throws Intelligence +6, Wisdom +4

Damage Resistances psychic

Senses passive Perception 11

Languages Common, Elvish, Primordial, Undercommon

Challenge 6 (2,300 XP)

Spellcasting. Lechlun is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Lechlun has the following [wizard](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Dark Shape](#), [Mage Hand](#), [Prestidigitation](#)

1st level (4 slots): [Disguise Self](#), [Mage Armor](#), [Nullified Senses](#), [Protection from Evil and Good](#)

2nd level (3 slots): [Darkness](#), [Invisibility](#), [Untouchable Minion](#)

3rd level (3 slots): [Sphere of Annihilation](#), [Touch Oblivion](#)

Arcane Recovery. Once per day when Lechlun finishes a short rest, he can choose expended spell slots to recover up to a combined level of 3.

***Forced Oblivion.** Starting at 6th level, Lechlun's mastery of Oblivion manipulation allows him to cast Counterspell and Dispel Magic each once per long rest as a bonus action or reaction at 3rd level without expending spell slots.*

Traits

***Diverse Face Shape [IE 2].** Lechlun's face draws immediate attention. His features aren't within the range of shapes typical of his ancestry. These include underdeveloped cheekbones and jaw, eyes that slant downward, sparse eyelashes, and a notch in the lower eyelids. Consequently, when people who don't know him see him, they usually only see his face. This gives him +2 to Dexterity (Sleight of Hand) checks but -2 to Disguise checks or Dexterity (Stealth) checks to blend into a crowd, as well as a -2 penalty on Charisma (Persuasion) checks due to the discomfort many people experience around those with unexpected appearances.*

Actions

***Dagger.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.*

Background

Lechlun's parents are wealthy jewelers. Growing up, Lechlun enjoyed watching them craft uncut stones into works of art, polishing them until he could see himself in them. He especially enjoyed playing with their store of obsidian. As Lechlun grew, his parents noted his intellect and creativity and enrolled him

in a school of magic. Despite rejection by his peers due to his uncommon appearance, Lechlun excelled at his studies, and the more he learned, the more his curiosity led him to ask questions that other students had never thought of. He began to explore new angles of magic in his lonely spare time, and eventually found a way to access and harness [Oblivion](#), the primal force of annihilation. His teachers, who knew little about this energy but feared it, warned Lechlun to return to more familiar arcane traditions, but his curiosity could not be stifled, which led to his expulsion.

Lechlun continued his studies and research independently, financing his work by working in his parents' shop and using his magic to obliterate objects that can't be burned or eliminated with other methods of disposal.

Personality

Lechlun is "a friend to those who want to be friends with me." He has little use for individuals or societal structures that value the status quo over progress and is quick to dispose of anything he deems unnecessary. He resonates with those who struggle to fit into society for any reason, especially because of their appearance, and he values new art forms, food, and other unique experiences. Lechlun occasionally goes adventuring for the sake of the new experience.

Plot Hooks

- A noble has a rare object that needs to be completely eradicated and has hired Lechlun to do the job, but Lechlun suspects that the object is important and asks the party to come with him to investigate.
- A magic object is wreaking havoc on the environment, and

Lechlun asks the party to help find and destroy it.

- Lechlun is looking for a rare tome that will help him unlock more magical secrets. It's believed that a dangerous creature guards it, so he asks the party to help him recover it.

Aderyn Lloyd

July 29, 2023



Medium Humanoid ([Half-Elf](#)), Chaotic Good
Non-binary, They/Them

Armor Class: 18

Hit Points: 73

Speed: 30 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 16 (+3) | 20 (+5) | 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) |

Skills: Acrobatics +13, Athletics +11, Deception +5, Investigation +6, Perception +7, Sleight of Hand +9, Stealth +13, Survival +7

Senses: Darkvision 60 ft., Passive Perception 17

Languages: Common, Deep Speech, Elvish, Thieves' Cant

Challenge: 10

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 5d6 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.

Supreme Sneak. They have advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

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.

Actions

Dagger +1. Melee Weapon Attack: +10 to hit, 5 ft., one target.
Hit: 8 (1d4 + 6) piercing damage.

Rapier of Wounding. Melee Weapon Attack: +9, 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage, 2 (1d4) necrotic damage.

Traits

Agnosia (Humanoid/Faces) [IE 1, Triggered by overstimulation and fatigue]. Disadvantage and -1 penalty to recognizing and remembering facial features

Attention Difference [IE 2, Frequent]. When performing a mundane task, Aderyn must make a DC 10 Wisdom saving throw. On a failure, they become distracted and have disadvantage on related skill checks and have a +2 bonus to Wisdom (Perception) checks. On a success, they have advantage on all related skill checks and a -2 penalty to Wisdom (Perception) checks.

Diminished Motivation [IE 2, Periodic]. To begin a task, they must make a DC 10 Wisdom check. They may reattempt every 2d4 minutes.

Eating Disruption (Anorexia) [IE 1, Frequent]. When it's time to eat, Aderyn must make a DC 12 Wisdom saving throw or be unable to force themselves to eat. On a success, they can eat and must succeed on a DC 9 Constitution saving throw or experience Baseless Emotion (Guilt) or (Panic) until they succeed on the saving throw which they may reattempt every 10 minutes.

Executive Functioning [IE 2, Frequent]. -2 penalty to all initiative rolls and on a roll of 1 or less, Aderyn cannot use their bonus actions the first round. On any attempt to find something they previously owned, they have a -2 penalty to

Wisdom (Perception) checks to find it. They have a -2 penalty to all reaction rolls.

Eye Color Difference (Sclera). -1 Charisma (Persuasion) checks, +1 Charisma (Intimidation) checks

Fatigue [IE 2, Chronic]. Every long rest, Aderyn must make a DC 14 Constitution saving throw or take 1 level of exhaustion during the duration. They must also make a DC 10 Constitution saving throw or experience insomnia and get no benefits from a long rest.

Hand Hypersensitivity [IE 2, Periodic]. +2 Wisdom (Perception) checks involving touch, cannot wear hand coverings without extreme discomfort

Hand Tremor [IE 1, Periodic and Triggered by Phobias]. -1 penalty to all Strength and Dexterity checks that require fine motor control

Leg Pain [IE 4, Chronic]. All Concentration checks, DC 14 Constitution saving throw per round to maintain concentration. Any round Aderyn uses their legs, must make a DC 16 Constitution saving throw or experience one level of exhaustion, cumulative each round of exertion requiring 5d20 x 4 per level of exhaustion rounds to recover afterward. They have a +4 bonus to saving throws against psychic damage.

Leg Weakness [IE 1, Periodic]. Movement speed reduced by 25 percent without assistance. Consider the Strength attribute to be 3 less for all Strength checks involving leg strength. Every round spent standing requires a successful DC 9 Constitution check, the DC increasing by +1 each round. Failure results in immediately needing to sit or be prone.

Phobia (Acrophobia/Arachnophobia/Trypanophobia) [IE 1,

Triggered]. When within 10 ft. of the phobic stimuli Aderyn, must make a DC 9 Wisdom check or have a -1 penalty to all Intelligence, Wisdom, and Charisma ability checks.

Repetitive Movement [IE 3, Frequent]. For 3d4 rounds, Aderyn uses stimming to manage their emotions. When attempting to or unable to stim, Aderyn must make a DC 6 Constitution check to fight the urge each round with the DC increasing by 3 each round until the stimming behavior is engaged in. Failure to resist results in a -3 penalty to all ability checks until their stimming needs are met.

Sensory Processing Difference (Over-Responsivity/Auditory) [IE 4, Chronic]. When the stimulus is present, Aderyn must make a DC 12 Constitution check or act to avoid the stimulus however possible. Aderyn can attempt to remake this check each round. While avoiding, they take a -4 penalty to all Constitution checks and a +4 bonus to all Wisdom (Perception) checks involving hearing.

Sensory Processing Difference (Sensory Craving/Proprioception/Touch) [IE 4, Chronic]. When faced with these sensations, Aderyn must make a DC 12 Wisdom check to resist indulging in that stimulation, regardless of the consequences. This goes on each round the stimuli are present with the DC of the check increasing each round. While indulging, they have -4 on all Wisdom (Perception) and initiative rolls.

Sensory Processing Difference (Under-Responsivity/Touch/Pressure) [IE 4, Chronic]. -4 penalty to Wisdom (Perception) rolls related to this stimulus. A -4 penalty to all Dexterity checks and +4 bonus to all rolls to resist pain or torture with resistance to psychic damage.

Social Interaction Difference [IE 3, 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 -3 penalty on Charisma (Persuasion) and Charisma (Deception) and Wisdom (Insight) checks. They can use Masking to mitigate these effects.

Lower Body Stiffness [IE 2, Periodic]. Their hips and knees are difficult or impossible to move without extreme pain. They have a -2 penalty on any action that would use those joints, including attack rolls. Their daily walking distance is reduced by 40 percent.

Assistive Devices

Aaron's Axles of Agility

Wondrous Item, uncommon

These magic axles can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. Once installed, these axles have 3 charges. While sitting in the wheelchair, you can expend 1 charge as a reaction to dodge without using your action. The axles regain all expended charges daily after a long rest.

Cadfael's Pressure Armor

Wondrous Item, uncommon

Usually chainmail but sometimes found in other configurations, this armor has 8 charges. While wearing it, you can expend 1 charge as a bonus action to cause the armor to constrict such

that it applies deep pressure and a sense of calmness, like a hug, usually pleasurable for those that find hugs overwhelming. If you have Phobia (Claustrophobia), this armor will trigger it. The armor regains 2d4 expended charges daily after a long rest.

Valkeown's Fidget Focus

Wondrous Item, uncommon

This fidget has 3 charges and functions as both a fidget item for assisting with general focus and as a spell focus. While holding it, you can expend 1 charge as a bonus action to give you advantage on your next spell attack. The fidget regains all expended charges daily after a long rest.

Cane. Reduces the associated IE penalty by 1 for Dexterity checks and saving throws. Requires at least one hand to be used for balance.

Earplugs. Aids with various hearing differences. Consult individual trait descriptions for details.

Weighted Blanket. At the end of a short rest under it, you receive a +1 on all saving throws related to your associated trait for 1d4 hours. If you take a long rest under the weighted blanket, then you must succeed on a DC 8 Constitution saving throw or wake up with Stiffness (Roll for Impact Extent) from the added weight during your sleep for 1d4 hours. Such a blanket can be made from two large animal pelts for a medium humanoid or two medium animal pelts for a small humanoid plus enough sand to make the total weight 10 percent of your body weight.

Wheelchair. Wheelchairs eliminate the movement penalty and add 50 percent to your dash movement unless on rough terrain, but

many actions such as jumping are impossible while sitting in a typical wheelchair.

Background

Born under a new moon to an elven landowner father and a human craftswoman mother, Aderyn was unwanted. Their early life, living with their mother and younger half-brother, was spent in school or pestering their older friends to teach them to fight. At 12, their mother disappeared, leaving their younger brother to relatives and leaving Aderyn to their father. Their father reluctantly acknowledged Aderyn, providing them with a place to live, but the hostility of the rest of the household prompted them to follow their older elven half-sister's path and leave, at fifteen years old. From then on until they reached adulthood, Aderyn drifted between house-shares in big cities, making temporary friendships and developing their skills.

As their resentment of authority grew, they trained themselves in freerunning, trespassing, and map drawing, using their skills to fight against tyranny and oppression. They were often found flying through the city in their wheelchair, hopping from one roof to the next flanked on either side by their companions in chaos: a young [raven](#) named Feathers, whom they trained to distract guards, and a [pseudodragon](#) named Scales, who accompanies them on missions as an emotional support animal. They sold their services to a range of criminal clients, breaking into properties, scouting paths for thieves, and securing getaway routes.

Eventually, Aderyn's notoriety grew enough that they began being hired for other purposes, and now, at 24 years old, work in partnership with an adventuring [priestess](#) called Zora, providing the downtrodden with refuge and safe paths through an

increasingly dangerous city.

Personality

Aderyn is always trying to do the right thing by people and works to befriend most people that they meet. However, they will not work with people who uphold systems of oppression and view anyone who does as an enemy. People in positions of power who abuse said power, are quick to taste Aderyn's justice and redistribution of wealth.

When entering new locations or situations, Aderyn is already looking for the fastest way in and out either to assure their own escape route or a potential break-in later with a client. However, even with well-laid plans, they are often the first to forget or even ignore the plan instead, opting for improvising on the spot. They do their best to listen though and will often use their [Fidget Focus](#) to support them in taking in the important details about each mission. Aderyn also prides themselves on always paying back their debts in one way or another. Oftentimes, this comes as money or helping a friend with a job, as long as it is in line with their ethics.

Plot Hooks

1. The party needs to break into a location and needs someone who knows how to get in and out easily.
2. The party runs into Aderyn as they are escaping from a recent break-in with a crew.
3. Aderyn is recruiting people at a local tavern or criminal hotspot for an upcoming break-in attempt.

Donna Nason

July 29, 2023



Medium Humanoid ([Dwarf](#)), Chaotic Good
Cisgender, she/her

Armor Class: 17

Hit Points: 60

Speed: 25 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 20 (+5) | 18 (+4) | 16 (+3) | 12 (+1) | 11 (+0) | 13 (+1) |

Skills: Acrobatics +6, Athletics +7, Sleight of Hand +6, Stealth +6

Senses: Darkvision 60 ft., Passive Perception 10

Languages: Common, Dwarvish

Challenge: 4

Abilities

Danger Sense. She has advantage on Dexterity saving throws against effects that she can see while not blinded, deafened, or incapacitated.

Dwarven Resilience. She has advantage on saves against poison

and resistance against poison damage.

Frenzy. While raging, she can choose to frenzy. She can make a single melee weapon attack as a bonus action on each of her turns after this one. When her rage ends, she suffers one level of exhaustion.

Rage Damage. As a bonus action, she can enter a rage for up to 1 minute (10 rounds). She gains advantage on Strength checks and saving throws (not attacks), +2 melee damage with Strength weapons, and has resistance to bludgeoning, piercing, slashing damage. She can't cast or concentrate on spells while raging. Her rage ends early if she is knocked unconscious or if her turn ends and she hasn't attacked a hostile creature since her last turn or taken damage since then. She can also end her rage as a bonus action.

Reckless Attack. When she makes her first attack on her turn, she can decide to attack recklessly, giving her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Stonecunning. Whenever she makes an Intelligence (History) check related to the origin of stonework, she is considered proficient in the History skill and adds double her proficiency bonus to the check.

Actions

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage

Traits

Attention Difference [IE 3, Frequent]. Donna has trouble choosing subjects to focus on. her mind unintentionally wanders, and she easily loses track of time. This leads to difficulties concentrating and can lead to indecision. When performing any sustained, potentially monotonous task, she must succeed on a DC 11 Wisdom saving throw. Failure indicates that Donna has been distracted – she has disadvantage on all related skill checks. While distracted, she has a +3 on passive Wisdom (Perception) checks. On success, she become hyperfocused and have advantage on all related skill checks. While hyperfocused, she has a -3 penalty to passive Wisdom (Perception). When anticipating an important upcoming event, Donna must succeed on a DC 9 Constitution saving throw. Failure indicates that she is distracted by that event as above until it begins.

Foot Paralysis & Numbness [IE 4, Chronic]. Donna can neither feel nor move both legs. She can use her hands to move one fourth her speed for a number of minutes equal to her Constitution score before needing to rest. She needs to move frequently and protect her legs to avoid sores and injuries.

Hand Paralysis & Numbness [IE 2, Chronic]. You can neither feel nor move your hands. Your fingers can use magic rings, but otherwise, you can't use that appendage, and if exposed to damage, you don't notice, which can result in further ongoing damage.

Speech Impediments [IE 2, Chronic]. Donna has difficulty speaking, either pronouncing certain sounds necessary for her language, adding extra sounds and words, elongating words, stuttering, or inability to think of or say certain words. This gives you a -2 penalty on all speech-related ability checks, saving throws, and attack rolls.

Assistive Devices

[Donna Nason's Wheelchair Ram](#) (Wheelchair Accessory)

Wondrous Item, Common

This wheelchair accessory can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. This accessory has 3 charges. While sitting in the associated wheelchair, you can expend 1 charge as a bonus action to equip the ram. Once loaded, you can use an action during your next turn to charge, moving double your movement straight toward a target, and if you hit it with a melee attack, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone. While sitting in the associated wheelchair, you also have a 20 ft. movement speed, adjusted for terrain difficulty, controlled by either voice or arm movement (determined during installation), up to eight hours per day. The accessory regains all expended charges daily after a long rest.

Jousting Gauntlets

These gauntlets have fasteners on the fingertips that attach to the thumb and palm, securing your grip so you cannot drop your weapon. While wearing them, you can use an action to affix the fasteners to a drawn weapon. You can use an action to remove the gauntlet while affixed.

Background

Donna grew up in a dwarven community that loved to chase after adventure. She has countless stories about all of the harrowing

challenges she faced and all of the times that she could have been seriously injured or killed in the process. In fact, there is one story that sticks in her mind: the adventure that she went on alone, which ended in her needing a wheelchair for the rest of her life.

After that last injury, Donna thought it may be time to stop exploring and adventuring. The thought of her being at a disadvantage for being in a wheelchair had never crossed her mind. Donna was instead afraid of losing her loving partner, Michael. She was terrified that another dangerous adventure could mean that her life with him could be cut short. She could not imagine what life would be like without him. Adventuring was something that she loved, but she did not want to adventure again if it could mean losing him forever. Michael sweetly ensured her that he would never ask her to give up a passion like adventuring. Instead, the couple now goes on adventures together, happier than they have ever been.

Personality

Donna is bisexual and head over heels in love with her partner Michael. She has always been a thrill seeker since birth, and she would much rather use her brains than sit and debate topics any day. However, she is known to get into some serious discussions if she is passionate about the topic. Some people would say that Donna has trouble keeping still. Others know Donna to just be a ball full of energy and watching her express herself through her body is one way that she knows how to soothe herself. Donna also is a great communicator who seems to get along with everyone she comes into contact with. She has romantic tendencies which can come off to some people as slightly confusing. You will always see her personality shine as brilliant as a rainbow, which she will always stop and admire if

she sees one.

Plot Hooks

1. You may find Donna and Michael in a tavern celebrating a grand adventure they just had.
 2. You may find the couple in an athletics tournament going on at the local town fair.
 3. Donna and Michael may request the adventuring parties' help in trying to explore a nearby location that is rumored to be filled with a lot of monsters. They would go in by themselves, but they know that there is safety in numbers.
-

Veralynn Sweetbriar

July 29, 2023



*Medium Humanoid ([High Elf](#)), Neutral Good
Cisgender, She/Her*

Armor Class: 14

Hit Points: 73

Speed: 30 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 10 (+0) | 11 (+0) | 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) |

Skills: Arcana +6, History +6, Medicine +7, Perception +7, Survival +7

Senses: passive Perception 17

Immunities: Charmed, Disease, Frightened, Poison, Poisoned

Languages: Common, Draconic, Druidic, Elvish, Gnomish, Halfling

Challenge: 10

Abilities

Spellcasting. Veralynn is a 10th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following [Druid](#) spells prepared:

Cantrips (at will): [Dancing Lights](#), [Druidcraft](#), [Mending](#), [Mold Earth](#), [Resistance](#), [Shillelagh](#)

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

2nd Level (3 slots): [Animal Messenger](#), [Barkskin](#), [Lesser Restoration](#), [Locate Animals or Plants](#), [Pass without Trace](#), [Spider Climb](#)

3rd Level (3 slots): [Call Lightning](#), [Dispel Magic](#), [Plant Growth](#), [Speak with Plants](#)

4th Level (3 slots): [Conjure Woodland Beings](#), [Divination](#), [Dominate Beast](#), [Freedom of Movement](#)

5th Level (2 slots): [Commune with Nature](#), [Greater Restoration](#), [Tree Stride](#)

Land's Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed by them and without

taking damage from them if they have thorns, spines, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the Entangle spell.

Natural Recovery. She can regain some of her magical energy by sitting in meditation and communing with nature. During a short rest, she chooses five expended spell slots to recover. She can't use this feature again until she finishes a long rest.

Nature's Ward. She can't be charmed or frightened by elementals or fey, and she is immune to poison and disease.

Wild Shape. She can use her action to magically assume the shape of a beast that she has seen before, up to CR 1. When she changes shape, her wheelchair transforms with her and incorporates appropriately into her new shape. She can use this feature twice. She regains expended uses when she finishes a short or long rest.

Actions

Dagger. Melee Attack: +5, 5 ft., single opponent. Hit: 3 (1d4 + 1) piercing damage.

Staff. Melee Attack: +5, 5 ft., single opponent. Hit: 3 (1d6) bludgeoning damage.

Traits

Confusion [IE 2, Triggered by exertion]. At times when overexerted, Veralynn can become confused and struggle to recall what she was planning on doing next. When this happens, she has a -2 penalty to initiative, reactions, Wisdom (Perception), Wisdom (Survival), and concentration checks.

Fatigue [IE 3, Chronic]. Veralynn is nearly always tired. After every long rest, she must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion during the duration, regardless of the amount of rest she gets. Along with this it takes her 60% longer to prepare spells, and every long rest, she needs to succeed on a DC 11 Constitution saving throw or experience insomnia and no benefits.

Intrusive Thoughts [IE 1, Chronic]. Veralynn has intrusive thoughts about whether or not people actually want to be her friend, that she is burdening others, and that she isn't as capable as she actually is. Due to this, she has a -1 penalty on saving throws against being frightened.

Pain (Chronic Pain) [IE 3, Chronic]. Veralynn experiences chronic pain throughout her body. Any action that requires a concentration check (e.g. maintaining a spell) requires a DC 13 Constitution saving throw per round to maintain concentration. Since she is used to managing pain, she has a +3 bonus to saving throws against psychic pain.

Assistive Devices

Veralynn's Countryside Conveyance

Wondrous Item, common

This wheelchair has wide wheels that enable it to move through wilderness areas with a 30 ft. speed, adjusted for terrain difficulty. While seated in it and speaking directional and speed command words, the chair will propel itself for up to 8 hours per day. The wheelchair regains its charge after a long rest.

Salve. *A jar of salve costs 1 sp for seven days' worth and must be applied every 2 hours to receive the benefits. One hour*

after application, the Impact Extent of Chronic Pain reduces by 1 for 2 hours, continuing as long as applications continue. The benefits wear off after 2.5 hours if not reapplied.

Background

When Veralynn was younger she loved spending time in the forests being deeply immersed in nature and animals. Prior to becoming sick, she could go weeks without returning to a city. However, while out on one such adventure she was exposed to a virus that caused her body to experience chronic pain with flu-like symptoms. It took several years, seeing many healing folk, before Veralynn was able to name what was ailing her. During that time, she used her druidic skills to develop healing potions and salves that helped manage her symptoms. She was able to take the skills she learned and turn them towards opening a shop that sold her creations to help others like herself that struggled with various chronic ailments that traditional healing, both magical and non-magical, could not properly address. While this was not in her plans, Veralynn has grown to love the work and knowing that she is helping those around her. Wherever her shop is located, she is a hub for the community and well known in the town.

Personality

Veralynn is the “mom friend” of the group and is known for being caring towards those she is close to and even those she isn’t close to yet. She will remind people regularly to eat, drink water, and get enough rest. Being extroverted and friendly, it is only a matter of when, not if, someone will be friends with Veralynn. She is fiercely loyal and protective of her friends. However, under her extroverted personality, Veralynn does have

her own struggles and does her best to not put them all on her friends. Due to this, she will hide when struggling with intense pain or fatigue. Veralynn also lacks confidence at times in her abilities and friendship. However, with reassurance and emotional support, she is able to work through these moments.

Plot Hooks

1. The party is searching for a cure for something that magic and non-magical items cannot seem to cure.
 2. A party member has an ailment or condition that needs special care or items to help manage.
 3. The party needs an expert on the local flora and fauna.
-

Rork

July 29, 2023



*Small Humanoid ([Kobold](#)), True Neutral
Cisgender, he/him*

Armor Class: 14

Hit Points: 33

Speed: 30 ft.

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

Skills: Animal Handling +6, Nature +2, Stealth +2, Insight +6

Senses: Passive Perception 13, Darkvision 60 ft.,

Languages: Common, Draconic, Druidic

Challenge: 5

Abilities

Spellcasting. Rork is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following [Druid](#) spells prepared:

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

1st Level (4 slots): [Cure Wounds](#), [Speak with Animals](#), [Fog Cloud](#), [Create or Destroy Water](#)

2nd Level (3 slots): [Barkskin](#), [Lesser Restoration](#), [Spider Climb](#)

3rd Level (2 slots): [Dispel Magic](#), Feign Death, [Plant Growth](#)

Wild Shape. Rork can use his action to magically assume the shape of a beast that he has seen before, usually preferring a [crocodile](#). He can use this feature twice. He regains expended uses when he finishes a short or long rest.

Natural Recovery. He can regain some of his magical energy by sitting in meditation and communing with nature. During a short rest, he chooses two expended spell slots to recover. He can't use this feature again until he finishes a long rest.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) or 3 (1d8 – 1) bludgeoning damage.

Traits

Baseless Emotion (*Panic/Nervousness*) [*Impact Extent 2, Triggered by crowds of medium or larger humanoids*]. Rork struggles with feelings of anxiety. If he experiences more than four hours of intense anxiety, he will need to take a short rest or take one level of exhaustion due to the physical toll. In addition, all spells and ability checks require that Rork succeed on a concentration check or make the subsequent check with a -2 penalty, and tasks that normally require a concentration check are made with a -2 penalty.

Sensory Over-Responsivity [*Impact Extent 3, Triggered by crowds of medium or larger humanoids*]. Rork is highly sensitive to loud sounds (volume) and visual overwhelm. Due to this, any time he is faced with the opportunity to engage with these sensory experiences, Rork must pass a DC 11 Constitution check to stay engaged with the stimuli or spend 3 rounds attempting to avoid it. Each round he can continue to attempt to make the same Constitution check at a -3 penalty. If there is a barrier or a way to filter out the visual disturbance, Rork can make his Constitution saving throw with advantage. In addition, Rork has a +3 bonus to all Wisdom (Perception) checks to notice sounds and pick up on visual changes in the environment.

Background

Before choosing to live in the forest, Rork grew up in a large city, but he found it overwhelming and eventually could no longer tolerate the demands living there placed on him. After struggling to meet his own daily needs, Rork decided to leave his home for a more peaceful environment. Out of the city, Rork found he was able to enjoy life again for the first time in many years, surrounded by the relative quiet of the woods and

soothing presence of the woodland creatures. Noticing the impact his new environment had on him, the little kobold decided to wrap up his affairs in the city and live a more secluded life in the woods.

Personality

Those who do not know Rork very well would call him blunt or rude since he is careful about how he spends his social energy, while those who have had the honor of getting to know him will realize that he is a very caring kobold that enjoys getting straight to the point. While his forest environment is quite calming, he can still become anxious, especially with new people, and when anxious he will fiddle with a loose wicker ball attached to a belt by a rope. The wicker ball is in fact a chain of small hoops that he can spin around or unfold at his pleasure, and the more Rork is stressed, the more he fiddles with the ball.

When Rork gets lonely, he will make the treks to small local villages. He will chat with some of the locals that he has grown familiar with and who have learned to accept Rork and his way of communicating. Villagers will also seek Rork out for guidance, as his straightforward way of speaking and – thanks to his insightfulness – ability to seemingly know things others wish to keep hidden, are very useful for gaining new perspectives on problems. Rork is happy to lend a hand, especially to anyone who is a friend to the animals or nature. However, Rork is quick to anger when anyone would dare threaten those things.

Unless there's a dire situation, Rork will avoid large cities or other loud and busy places as much as possible.

Plot Hooks

1. A local might direct the party to speak to Rork if struggling with getting to the truth of the matter about a person.
 2. The party becomes lost in the forest and needs aid leaving after getting turned about.
 3. The party runs into an overwhelmed Rork visiting a city and assists him in finding a peaceful place where he can ask them for assistance with his own quest.
-

Rohna Ginnsley

July 29, 2023



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

Armor Class: 14

Hit Points: 20

Speed: 30 ft.

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------|-----------|--------------|--------------|---------|----------|
| 12 (+1) | 16 (+3) | 14 (+2) | 16 (+3) | 17 (+3) | 18 (+4) |

Skills: Nature +5, Perception +5, Performance +6, Persuasion

+6, Sleight of Hand +5

Senses: Passive Perception 15

Languages: Common, Dwarvish

Challenge: 2

Abilities

Spellcasting. Rohna is a 2nd 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 (3 slots): [Comprehend Languages](#), [Detect Magic](#), [Identify](#), [Illusory Script](#), [Silent Image](#)

Bardic Inspiration. As a bonus action, a creature (other than her) 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.

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.

Actions

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

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Traits

Muscle Control [IE 4, Chronic]. Rohna's arm and hand muscles don't always act the way she wishes, sometimes never doing so. A muscle may be permanently contracted or lacks fine motor control, generally causing a -4 penalty on all Strength checks and saving throws and attacks.

Assistive Device

Rohna's Manipulative Mobility (Mobility Aid)

Wondrous Item, uncommon

This metal and wood wheelchair has 4 arms extending up to 5 feet from it. The ends of the arms have modular attachment settings. While sitting in the wheelchair, you can move according to your movement speed, controlling direction and speed with your thoughts. You can control each arm separately, using their functions according to the attachment affixed to each arm. Each arm can carry up to 10 lb. The wheelchair includes attachments for grasping, pounding, and affixing handled tools such as cutlery. Modifying toolkits for use with the wheelchair increases the price of each kit by 20%. Other attachments cost 1–5 gp, depending on complexity. Switching attachments takes 1 action. Because you have no tactile feedback from the arms, any skill check performed with the arms has a -2 penalty. The arms cannot make the swift movements necessary for melee or thrown attacks but can load and fire bows, crossbows, and similar devices with the proper attachments and the same penalty.

Background

From childhood, Rohna's greatest passion had always been art; painting, sculpting, drawing – she adored them all. Hailing from a long line of enchanters whose work had them infusing various materials with magic (from construction, to blacksmithing, to whatever one could imagine), Rohna learned how to infuse magic into the paint she drew with and the clay she would sculpt with. At a certain point, however, she noticed her hands begin to shake as she would paint. It became harder and harder to make the sculptures and trinkets she once thrived in making. Eventually, Rohna could not stand long enough to make significant progress, or sometimes even stand at all. All of this changed when a local magical artisan, a longtime friend of the Ginnsley line, saw Rohna's frustration in the difficulty she now had making her art. He crafted a magical wheelchair for her, made with wood and iron and infused with the arts of the Ginnsley family, with arms and hands that could be controlled with merely a whim. Rohna had a newfound confidence and excitement to continue her art, and a new set of arms and wheels to drive her forward as she continued on with her passion and joy of inspiring and uplifting people through her creation.

Personality

Rohna is warm, soft spoken, and compassionate beyond belief. She loves helping others with anything that they need. She never says no to someone who is looking for help. She will also serve everyone with a large smile. She knows that a smile and a little bit of love can completely change a person's day. She could not and would not hurt a fly even if it begged her to. Rohna loves children and her family, and seeks nothing more than to create art and make the world a more colorful place. She will take any opportunity to share her artistic abilities and give the gifts

that she makes to others.

Plot Hooks

1. Adventurers may find Rohna in a beautiful scenic area painting her surroundings.
2. Adventurers may hire Rohna to enchant something they may need for a quest.
3. Adventurers may find Rohna painting with children at the local orphanage.