

# 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.
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## Veralynn Sweetbriar

July 29, 2023



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*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 10<sup>th</sup> 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](#)

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

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

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

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

**5<sup>th</sup> 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.
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## Rork

July 29, 2023



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*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 5<sup>th</sup> 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](#)

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

**2<sup>nd</sup> Level (3 slots):** [Barkskin](#), [Lesser Restoration](#), [Spider Climb](#)

**3<sup>rd</sup> 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.
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## Lanark

July 29, 2023



*Large Monstrosity ([Minotaur](#)), Lawful Good  
Cisgender, he/him*

***Armor Class: 17***

***Hit Points: 170***

***Speed: 40 ft.***

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
20 (+5)	17 (+3)	18 (+4)	13 (+1)	13 (+1)	11 (+0)

***Skills: Acrobatics +8, Athletics +10, Intimidation +5,***

*Perception +6, Survival +6*

**Senses:** *Passive Perception 16*

**Languages:** *Common, Dwarvish, Minotaur*

**Challenge:** *15*

## **Abilities**

**Rage.** *As a bonus action, he can enter a rage for up to 1 minute (10 rounds).*

*He gains advantage on Strength checks and saving throws (not attacks), +3 melee damage with Strength weapons, resistance to bludgeoning, piercing, slashing damage. He can't cast or concentrate on spells while raging.*

*His rage ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage as a bonus action.*

**Brutal Critical.** *He can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.*

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

**Feral Instinct.** *He has advantage on initiative rolls. Also, if he is surprised at the beginning of combat but not incapacitated, he can act normally on his first turn if he enters a rage before doing anything else.*

**Frenzy.** *While raging, he can choose to frenzy. He can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level*



of exhaustion.

**Goring Rush.** Immediately after he uses the Dash action on his turn and moves at least 20 feet, he can make one melee attack with his horns as a bonus action.

**Hammering Horns.** Immediately after he hits a creature with a melee attack as part of the Attack action on his turn, he can use a bonus action to attempt to shove that target with his horns. The target must be no more than one size larger than him and within 5 feet of him. Unless it succeeds on a Strength saving throw (DC 18), he pushes it up to 10 feet away from him.

**Intimidating Presence.** He can frighten a creature that he can see within 30 ft. If it can see and hear him, it must succeed on a Wisdom saving throw (DC 13) or be frightened until the end of his next turn. He can use his action to extend the duration of this effect each turn unless it moves out of line of sight or more than 60 ft. away from him.

**Labyrinthine Navigation.** He can find the exit to any structure or maze by sensing air pressure changes and the echoing of his own hooves, which he can interpret to feel the direction of and most direct route to the nearest outlet.

**Mindless Rage.** He can't be charmed or frightened while raging.

**Persistent Rage.** His rage ends early only if he falls unconscious or if he chooses to end it.

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

**Relentless Rage.** If he drops to 0 hit points while he's raging and doesn't die, he can make a DC 10 Constitution saving throw.

*If he succeeds, he drops to 1 hit point instead. The DC increases by 5 each time he uses this after the first, resetting to 10 after a short or long rest.*

**Retaliation.** *When he takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.*

## **Actions**

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

**Greataxe.** *Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage.*

**Horns.** *His horns are natural melee weapons, which he can use to make unarmed strikes. If he hits with them, he deals piercing damage equal to 1d6 + 5, instead of the bludgeoning damage normal for an unarmed strike.*

## **Traits**

**Diverse Face Shape [IE 3].** *Lanark's missing horn draws immediate attention. Due to its break, it isn't within the typical range of shapes of his ancestry. Consequently, when people who don't know them see Lanark, they usually only see his face with a missing horn. This gives him +3 to Dexterity (Sleight of Hand) rolls but -3 to any rolls involving disguise or stealth rolls to blend into a crowd as well as a -3 penalty on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances.*

**Phobia (Agoraphobia) [IE 1, Triggered].** *Lanark's Labyrinthine Navigation makes him more comfortable in enclosed spaces where*

*he has a better sense of the environment. The more open the space, the more uncomfortable he becomes. When in an open environment, he must succeed on a Wisdom saving throw each minute: DC 8 in a dense city or forest, DC 9 in an open village, DC 10 in an open plain. On failure, he must move away from the stimulus or have a -1 penalty on all Intelligence, Wisdom, and Charisma ability checks due to distraction.*

## **Background**

Lanark was imprisoned in a labyrinth as an executioner for the enemies of a terminally unimaginative Duke. Stumbling around near-blind in the dark, twisting passages eventually resulted in a bad fall and the loss of his horn. He resolved to make the labyrinth safer, both for himself and others. He put up a lot of torches, fluorescent mold on stairwells, and most importantly, lots and lots of safety fencing.

He began employing the Duke's victims in his quest to make his home safe and eventually amassed enough of an army to overpower the guards and escape. He was also able to capture the Duke as he continued to hone his strength and all his skills. The Duke has learned the error of his ways and has altered his life.

He still visits the labyrinth to check up on how the work's going and to keep the Duke in line, but you'll most often find him plumbing the deepest, most dangerous dungeons, disabling traps, and grumpily shouldering past bewildered monsters to place warning signs, most importantly the WARNING: BOTTOMLESS MAGIC PIT signs. He has also had many encounters with monsters that disguise themselves and does his best to warn any incoming adventurers. It has helped people's perception of this large Minotaur become a protective guard over the people around him.

# Personality

Lanark gets equally angry when adventurers or dungeon denizens are placed in harm's way by sloppy construction. He would often share different safety facts about areas. One of his favorite examples would be: Did you know more kobolds are killed by falling stalactites every year than by adventuring parties and dragons combined? Many individuals are not sure if he is telling the truth, but due to his size and stature, they seem to believe him at first. At the end of the day, Lanark has a desire to keep everyone safe, but allows them to have fun and explore the world.

# Plot Hooks

1. Adventurers may find Lanark in the middle of a dangerous dungeon, disarming all of the traps.
2. Adventurers may find Lanark in a trap at the center of a dungeon. A villain was frustrated with all the good Lanark was doing.
3. Lanark may request the help of a group of adventurers because he does not know how to disable this strange magic trap he has found.

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# Tiefling

July 29, 2023



## Tiefling Traits

Tieflings share certain ancestral traits as a result of their [infernal](#) descent.

**Ability Score Increase.** Your Intelligence score increases by 1, and your Charisma score increases by 2.

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

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

**Darkvision.** Thanks to your infernal heritage, 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.

**Hellish Resistance.** You have resistance to fire damage.

**Infernal Legacy.** You know the [Thaumaturgy](#) cantrip. When you reach 3rd level, you can cast the [Hellish Rebuke](#) spell as a 2nd-level spell once with this trait and regain the ability to do so

when you finish a long rest. When you reach 5th level, you can cast the [Darkness](#) spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common and Infernal.

No posts found.

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## Half-Orc

July 29, 2023



### Half-Orc Traits

Your half-orc character has certain traits deriving from your [orc](#) ancestry.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Alignment.** Half-orcs inherit a tendency toward chaos from their

orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

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

**Darkvision.** Thanks to your orc blood, 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.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Languages.** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

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# Half-Elf

July 29, 2023



## Half-Elf Traits

Your half-elf character has some qualities in common with [elves](#) and some that are unique to half-elves.

**Ability Score Increase.** Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Alignment.** Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

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

**Darkvision.** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades



of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

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## Rock Gnome

July 29, 2023

As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes.

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

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Tinker.** You have proficiency with [artisan's tools](#). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
  - **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
  - **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.
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## Gnome

July 29, 2023



### Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

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

**Age.** Gnomes mature at the same rate humans do, and most are

expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

**Alignment.** Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Darkvision.** Accustomed to life underground, 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.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

- [Rock Gnome](#)
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# Dragonborn

July 29, 2023



## Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

**Ability Score Increase.** Your Strength score increases by 2, and your Charisma score increases by 1.

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Alignment.** Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

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

## Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

***Draconic Ancestry.*** You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

***Breath Weapon.*** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

***Damage Resistance.*** You have resistance to the damage type associated with your draconic ancestry.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

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