

Veritas Cadell

July 29, 2023



Medium humanoid ([tiefling](#)), Chaotic Good
Nonbinary, it/its

Armor Class 14 (leather armor)

Hit Points 27

Speed 18 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	16 (+3)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Dexterity +5, Intelligence +4

Skills Arcana +4, History +6, Insight +4, Investigation +6, Perception +4, Stealth +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Infernal, Thieves' Cant

Challenge 4 (1,100 XP)

Expertise. Veritas has expertise with thieves' tools, giving it a +7 to all related ability checks, which it especially enjoys using to disarm traps.

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

Fast Hands. Veritas can use the bonus action granted by its Cunning Action to make a Sleight of Hand check, use its thieves'

tools to disarm a trap or open a lock, or take the Use an Object action.

Infernal Legacy. Veritas's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). Veritas has the following spells prepared:

Cantrips (at will): [Thaumaturgy](#)

1st level (1 slots): [Hellish Rebuke](#)

Second-Story Work. Climbing no longer costs Veritas extra movement, and when it makes a running jump, the distance it covers increases by +3 feet.

Sneak Attack. Once per turn, Veritas can deal an extra 2d6 damage to one creature it hits with an attack with a finesse or ranged weapon if Veritas has advantage on the attack roll. Veritas 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 Veritas doesn't have disadvantage on the attack roll.

Traits

[Muscle Control & Gait Difference](#) [IE 3]. Veritas has Spastic Diplegia Cerebral Palsy and walks with a "scissor gait" (knees and thighs pressed together or crossing each other) due to inability to control its leg muscles with precision. Its movement speed is reduced by 20 percent × (IE), and it has a -3 penalty on all Dexterity (Acrobatics) and Strength (Athletics) checks and saving throws involving legs. Veritas uses forearm crutches to reduce the IE by 1.

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.

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

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Background

While Veritas was born to a welcoming family, its community didn't share those values. Not long after Veritas's birth, the stigma of its infernal ancestry led to community members abducting it to be "purified" by the local clergy. Because no ritual can heal a non-existent curse or ailment, it instead led to a series of seizures that permanently changed Veritas's body.

After rescuing their baby, Veritas's parents fled. While they met many welcoming individuals on their travels, Veritas's family wandered far and long before finding a community that would at least treat them with indifference.

Veritas learned about the cultures and histories of those that the family encountered, even though the interest wasn't mutual. This broad education led to a fascination with diverse groups of people. As Veritas learned to navigate the world with curiosity and deft use of its forearm canes, its family found friends among a team of archaeologists who hired Veritas to assist them to manage supplies. As Veritas observed the team at work, its expressed interest in histories and cultures – along with its keen eye for traps and fine details in the ancient ruins – earned Veritas the respect of the team. It became a full-fledged

partner and has worked with them ever since, gathering funding through research and aiding adventuring parties in (literally) unlocking the secrets of the past.

Personality

Veritas is confident in its abilities and skills, which can sometimes give others the impression that it's being stubborn or domineering. In reality, this comes from years of experience and seeing others get hurt or fail in their goals due to ignorant or careless mistakes. Veritas has a deep reverence for ancient civilizations and wants their artifacts explored in the pursuit of knowledge, but only with respect for their creators.

Since Veritas spends more time among those who have been dead for eons than in present social circles, it may not always follow social norms, instead observing social conventions that only the oldest elves may have encountered.

Veritas's confidence with traps can lead to a friendly deviousness; it may pretend that a disarming attempt failed, or even allow someone to get temporarily trapped, but Veritas never intentionally hurts anyone. It will do so playfully with its friends and allies, teaching them to be alert and demonstrating tricks of the trade to help them avoid trouble when it's not around. Those who would misjudge it for its infernal heritage may find Veritas playing into their fears, trapping them and terrifying them until it can no longer keep up the ruse and then releasing them amid raucous laughter. Those who would underestimate it because of its disability will likely find themselves caught in a most elaborate trap. At that point, Veritas will give the captive audience a lecture about the ancient civilization that originated the design – and only release them once the lesson is finished.

Plot Hooks

- The party needs to find or explore a dungeon or ruins, and Veritas can help them.
 - The party finds a relic or runes, and they need someone to determine their meaning.
 - The party finds themselves the victims of a trap in a ruin or dungeon that Veritas was investigating and is soon rescued when it hears them.
-

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.
-

Gross Motor Control Loss

July 29, 2023

You have trouble with larger body movements, such as jumping, throwing, walking, running, and maintaining balance. You have a -(IE) penalty on all melee attack rolls to hit and Strength (Athletics) and Dexterity (Acrobatics) checks and Dexterity saving throws. Spells with somatic components usually need to be modified to work within your physical range, requiring (IE) days for every hour normally needed to inscribe into your spellbook and double the cost due to experimentation materials. You may replace one of your other traits with [Muscle Control & Gait Difference](#).

Real-world Examples

Dyspraxia, Friedreich's Ataxia, Wilson's Disease, Parkinson's Disease, Multiple Sclerosis, Cerebral Palsy, Paraneoplastic Syndromes, Neuropathy, Spinal Injuries

Assistive Options

Leg braces, crutches, walkers, rollators, and canes can reduce the IE penalty by 1 for Dexterity checks and saving throws. Braces take one minute to put on and cannot be worn while sleeping, and the others, unless designed for use as weapons, require one hand to be used for balance.

Fine Motor Control Loss

July 29, 2023

You have trouble making precise movements, especially with your hands and arms. You have a $-(IE)$ penalty on all Dexterity (Sleight of Hand) checks, Dexterity checks to write, or other attempts to use precision with your hands such as playing a musical instrument. Spells with somatic components usually need to be modified to work within your physical range, requiring (IE) days for every hour normally needed to inscribe into your spellbook and double the cost due to experimentation materials. Transcribing spells with only verbal components into your spellbook takes $(IE) \times 4$ times as long as usual.

Real-world Examples

Dyspraxia, Friedreich's Ataxia, Wilson's Disease, Parkinson's Disease, Multiple Sclerosis, Cerebral Palsy, Paraneoplastic Syndromes, Neuropathy, Spinal Injuries

Assistive Options

Assistance for fine motor control loss takes the form of adapting the space around you to your needs and allowing extra time for anything requiring fine motor movements.

Leg/Foot Paralysis & Numbness

July 29, 2023



You can neither feel nor move a foot (IE 1), a leg (IE 2), both feet (IE 3), or both legs (IE 4). In the case of 1 foot or leg, your speed on foot is halved, and you must use a cane or crutch to move without a mobility aid. You must succeed on a DC 10 + (IE) Dexterity saving throw to avoid falling prone after using the Dash action. You have a -(IE) penalty on Dexterity checks made to balance. In the case of two paralyzed feet or legs, you can use your hands to move one fourth your speed for a number of minutes equal to your Constitution score before needing to rest. You need to move frequently and protect your legs to avoid sores and injuries.

Real-world Examples

Cerebral Palsy, Hereditary Spastic Paraplegia, Friedreich's Ataxia, Muscular Dystrophy, Amyotrophic Lateral Sclerosis, Parkinson's Disease

Assistive Options

Leg braces and crutches can reduce the movement penalty by 1 IE, but they take 1 minute to put on and cannot be worn while sleeping. Wheelchairs and other mobility aids provide additional options.

Muscle Control & Gait Difference

July 29, 2023

You walk with a noticeable limp due to inability to control your leg muscles with precision. Your movement speed is reduced by 20 percent \times (IE), and you have a $-(IE)$ penalty on all Dexterity (Acrobatics) checks and Strength (Athletics) checks involving legs.

Real-world Examples

Multiple Sclerosis, Ménière's Disease, Parkinson's Disease, Chiari malformation (CM), Guillain-Barré Syndrome, Cerebral Palsy, Muscular Dystrophy

Assistive Options

Leg braces, crutches, walkers, rollators, and canes can reduce the movement penalty by 1 IE, but braces take 1 minute to put on and cannot be worn while sleeping, and the others, unless designed for use as weapons, require one hand to be used for balance. Wheelchairs eliminate the movement penalty and add fifty percent to your dash movement unless on rough terrain, but many actions such as jumping are impossible while sitting in a typical wheelchair.

Arm/Hand Weakness

July 29, 2023

Your hands and/or arms (Roll 1d6: 1–2 Hands, 3–4 Arms, 5–6 Both) get weak due to muscle tone or neurological failure. All Strength attack rolls, ability checks and saving throws have a $-(IE)$ penalty to hit, and all damage is divided by $(1 + (IE))$, rounding up.

Real-world Examples

Arthritis, Myopathy, Tendinitis, Amyotrophic Lateral Sclerosis, Carpal Tunnel Syndrome, Cerebral Palsy, Multiple Sclerosis, Down Syndrome

Assistive Options

Devices or weapons that strap onto the forearm can assist with hand weakness, as can a device that provides leverage to reduce the strength needed for operation by substituting distance. Be creative!

Magical Assistance

Magic items that increase strength like [Gauntlets of Ogre Power](#) or the [Belt of Giant Strength](#) items can assist with this but cause excruciating pain if used more than an hour per day, requiring a Constitution check equal to the magical Strength $- 5$ or take one level of exhaustion per minute after. An item that increases Strength by a specific amount should consider your initial strength to be $7 - (IE)$.

Arm/Hand Paralysis & Numbness

July 29, 2023

You can neither feel nor move your fingers (IE 1), wrist to fingers (IE 2), elbow to fingers (IE 3), or shoulder to fingers (IE 4). 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. Spells with somatic components usually need to be modified to work within your physical range, requiring a day for every hour normally needed to inscribe into your spellbook and double the cost due to experimentation materials.

Real-world Examples

Cerebral Palsy, Amyotrophic Lateral Sclerosis, Brachial Plexus Injury, Multiple Sclerosis, Muscular Dystrophy, Parkinson's Disease

Assistive Options

The arm should be protected and held in place to enable proper circulation and avoid damage.

Muscle Control

July 29, 2023

Your arm and/or hand muscles don't always act the way you wish, sometimes never doing so. A muscle may be permanently contracted or lacks fine motor control. IE serves as a guideline for specific effects and generally a -(IE) penalty on all Strength checks and saving throws and attacks. Spells with somatic

components usually need to be modified to work within your physical range, requiring a day for every hour normally needed to inscribe into your spellbook and double the cost due to experimentation materials.

Real-world Examples

Cerebral Palsy, Muscular Dystrophy, Multiple Sclerosis, Spina Bifida, Amyotrophic Lateral Sclerosis, Arthritis, Parkinson's Disease

Assistive Options

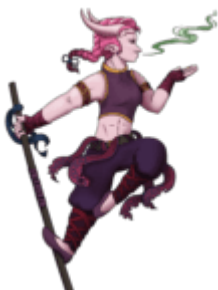
No mundane technology can normally assist with this, but be creative.

Magical Assistance

The [Telekinesis](#) or [Mage Hand](#) spells and items that duplicate their effects can assist with this for minor tasks.

Mouth Discharge

July 29, 2023



Your mouth produces a discharge that you have trouble containing. You may choose Dysgeusia (Disruption) as an additional trait. Choose or roll on the following table.

d20	Discharge
1–4	Blood
5	Cold
6	Fire
7	Gas
8–11	Mucus
12–19	Saliva
20	Smoke

Blood. Blood drains out of your mouth at a rate of $(IE)^2$ ounces per day. Because of this blood loss, you need to eat more to compensate, consuming an additional (IE) days' worth of food per week to avoid exhaustion. This also gives you a $-(IE)$ penalty on Charisma (Persuasion) checks but a $+(IE)$ to Charisma (Intimidation) checks due to vampiric implications.

Cold. Your breath gets frosty, freezing anything that comes within (IE) feet of it. If you bring your mouth that close to a target, they take (IE) cold damage on a failed DC $8 + (IE)$ Constitution saving throw, half damage on a successful saving throw.

Fire. Your breath combusts, burning anything that comes within (IE) feet of it. If you bring your mouth that close to a target, they take (IE) fire damage on a failed DC $8 + (IE)$ Constitution saving throw, half damage on a successful saving throw.

Gas. Your breath smells fetid, so anyone within (IE) feet of your mouth is affected as if by a [Stinking Cloud](#) spell, requiring a successful DC $8 + (IE)$ Constitution saving throw to avoid the effects.

Mucus. Mucus fills and flows from your mouth at a rate of $(IE)^2$ ounces per day. Because of constantly wiping your mouth, your

nose and mouth are raw, and you have a -(IE) penalty on taste-related ability checks and saving throws and Charisma (Persuasion) checks. If you attempt to swallow more than a nominal amount, you will become nauseous and will vomit if you fail a DC 8 + (IE) Constitution saving throw.

Saliva. Due to mild numbness, palsy, or malformation in your lips, saliva drools out of your mouth at a rate of (IE)² ounces per day. Because of this fluid loss, you need to drink additional water to assist with the loss to avoid Dehydration and exhaustion. If you consciously focus on sucking it into your mouth to swallow it, you can do so, but the sound is audible and requires a successful DC 8 + (IE) Dexterity (Stealth) check to do so without being noticeable. Attempting this consistently can lead to [Pneumonia](#).

Smoke. Sulfurous-smelling black smoke streams out of your mouth. The smell gives you a -(IE) penalty on Dexterity (Stealth) and Charisma (Persuasion) checks but advantage on Charisma (Intimidation) checks due to suspicion of draconic or fiendish origin. If left 1 ÷ (IE) hours in a room without ventilation, everyone in the room except you must succeed on a Constitution saving throw or be affected as if by a [Stinking Cloud](#) spell.

Real-world Examples

Halitosis, Cerebral Palsy, Parkinson's Disease, Amyotrophic Lateral Sclerosis

Assistive Options

A specialized mask can reduce 1 IE of some of these discharges, but the mask becomes clogged and useless after 1 hour and must be cleaned and dried before using again.

Magical Assistance

The [Prestidigitation](#) spell can clean the affected area but does

not stop the discharge.