

Jaydrey Forewood

July 30, 2023



Small humanoid (halfling), Lawful Good
Cisgender, she/her

Armor Class 15 (Draconic Resilience)

Hit Points 38

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	17 (+3)

Saving Throws Constitution +4, Charisma +6

Skills Arcana +3, Medicine +2, Nature +3, Persuasion +6

Senses passive Perception 9

Languages Celestial, Common, Draconic, Halfling, Halfling Sign

Challenge 6 (2,300 XP)

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

Cantrips (at will): [Light](#), [Mage Hand](#), [Message](#), [Minor Illusion](#), [Ray of Frost](#)

1st level (4 slots): [Magic Missile](#), [Shield](#), [Sleep](#), [Thunderwave](#)

2nd level (3 slots): [Alter Self](#)

3rd level (3 slots): [Haste](#), [Lightning Bolt](#)

Dragon Ancestor (Silver). Whenever Jaydrey makes a Charisma

check when interacting with [dragons](#), her proficiency bonus is doubled if it applies to the check.

Font of Magic. Jaydrey has 6 sorcery points that she regains when she finishes a long rest. She can use her sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Elemental Affinity (Cold). When Jaydrey casts a spell that deals cold damage, she can add +3 to one damage roll of that spell. At the same time, she can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Quickened Spell. When Jaydrey casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell. When Jaydrey casts a spell, she can spend 1 sorcery point to cast it without any somatic or verbal components.

Lucky. When Jaydrey rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die. She must use the new roll.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than her own.

Naturally Stealthy. Jaydrey can attempt to hide even when she is obscured only by a creature that is at least one size larger than herself.

Actions

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

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

Traits

Face Cleft [IE 3]. Jaydrey has a split in her skin and skull on the front of her face that begins at her upper jaw and moves upward, halfway through her nose.

Consequently, when people who don't know her see her, they usually only see her face. This gives her +3 to Dexterity (Sleight of Hand) checks but -3 to disguise checks or Dexterity (Stealth) checks 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.

Jaydrey experiences a penalty of -3 on Constitution saving throws against face- and ear-related diseases and poisons, and an additional -3 on Charisma (Deception) checks involving speech. Jaydrey needs to take three times as long to eat meals to avoid choking and requires a full round to quaff a potion.

Background

Jaydrey's home village has a reputation for the variety of herbs they grow. Her parents traveled and sold those herbs throughout the region. On one such trip, they arrived at a village that had been stricken by a plague. When the Forewood family heard the village's plight, they stayed to revitalize the weak and soothe the dying with medicinal herbs. In the process, they also contracted the illness. As Jaydrey's parents lay dying, she was determined to help them, but their supplies were depleted. She knew of a more effective herb that grew in the nearby mountain range and so she set out, trying to regulate her own fever by staying close to the cold mountain springs. As Jaydrey stumbled

through the rocky wasteland, she fell on a rock and gashed her arm. Already exhausted, she couldn't focus enough to bind the wound properly and soon lost consciousness.

She awoke in a mountain chalet that was decorated with beautiful antiques. Beside her lay a coil of silver tubing and other medical equipment; her arm was bandaged and her fever nearly gone. A silver-haired woman brought her a cup of tea and bread with apple butter. In the days that followed, her host explained that she found Jaydrey in the river valley and brought her home, giving her a blood transfusion to restore her strength—but it would be weeks of recovery before Jaydrey noticed how truly strong she had become. As she passed her time reading tomes of history and arcana that filled the chalet library, they awakened her senses, and silver scales began appearing on her skin. She soon learned that her host was a [silver dragon](#). When she received the draconic blood that saved her life, the dragon's magic began flowing through her, binding her to the primal forces of land and sky. Her host taught her how to harness that magic until she was ready to leave her mountain sanctuary.

Jaydrey returned to the fallen village and spent months transforming the lifeless ruin into a memorial herb garden, replacing despair with healing, then returned to her home village to continue the family business. She follows her parents' example of compassion when encountering those in need.

Personality

Jaydrey emanates compassion. When she meets someone new, she immediately introduces herself, looks the person over, compliments something they're wearing or carrying, and then asks about it in order to learn more about them and show interest and care. Most of her conversations center on questions she asks of others out of sincere interest.

Plot Hooks

- A blight has been ravaging nearby crops, but there's something unnatural about it. Jaydrey asks the party to help investigate.
 - A nearby village is facing a plague, and Jaydrey knows of a rare herb to treat it. She asks the party to help her retrieve it.
 - A red dragon (or frost giant) is threatening Jaydrey's silver-haired benefactor, and Jaydrey is looking for those who can help fight off the threat.
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Face Cleft

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You have a split in your skin and skull on the front of your face that begins at your upper jaw and moves upward, depending on Impact. (Mild is skin-only and ends at the nose. Acute (IE 4) is skin and skull and ends between the eyes. The player and GM can choose to move this cleft left or right due to magical causes.) In addition to the effects of Diverse Face Shape (above), you experience a penalty of -1 per Extent on Constitution saving throws against face- and ear-related diseases and poisons, an additional -1 per Extent on deception checks involving speech, and need to take (IE) times as long to eat meals to avoid choking, and require a full round to quaff a potion.

Real-world Examples

Cleft Palate, Cleft Lip

Assistive Options

Surgery (IE × 100 gp) can reduce the IE by 1, requiring a successful DC (IE) × 2 + 10 Wisdom (Medicine) check.