

Brace

July 30, 2023



Medium humanoid ([half-orc](#)), Neutral Good
Cisgender, he/him

Armor Class 18

Hit Points 59

Speed 30 ft.

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

Saving Throws Animal Handling +4, Insight +4, Medicine +4, Perception +4, Persuasion +4, Religion +3

Skills Insight +4, Intimidation +3, Medicine +4, Persuasion +3, Stealth +0 (D)

Senses passive Perception 11

Languages Common, Elvish, Halfling, Orc

Challenge 7 (2.900 XP)

Spellcasting. Brace is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following [cleric](#) spells prepared:

Cantrips (at will): [Guidance](#), [Mending](#), [Sacred Flame](#), [Spare the Dying](#)

1st level (4 slots): [Bless](#), [Cure Wounds](#), [Healing Word](#), [Purify Food and Drink](#)

2nd level (3 slots): [Calm Emotions](#), [Lesser Restoration](#), [Prayer of Healing](#), [Spiritual Weapon](#)

3rd level (3 slots): [Beacon of Hope](#), [Create Food and Water](#), [Protection from Energy](#), [Revivify](#)

4th level (1 slot): [Banishment](#), [Death Ward](#), [Divination](#), [Guardian of Faith](#)

Better Together. Brace can strengthen his friends by each other's presence. As an action, he chooses a number of willing creatures within 30 feet of him (this can include himself) equal to his proficiency bonus and creates a magical connection among them. The connection lasts for 10 minutes or until he uses this feature again. While any connected creature is within 30 feet of him, he can grant that creature temporary hit points equal to 1d4 + his proficiency bonus for the duration as long as they stay within range. He can use this ability a number of times equal to his proficiency bonus, and he regains all expended uses when finishing a long rest.

Channel Divinity. Brace can channel divine energy two times per rest.

Channel Divinity: Bond of Friendship. Brace can use his Channel Divinity to bolster the confidence of his allies. As an action, he presents his holy symbol and chooses a number of willing creatures within 30 feet of him (this can include himself) up to his cleric level. While they remain within range, they have resistance to psychic damage and a bonus equal to his proficiency bonus on all saving throws against being frightened or charmed or on saving throws required by uncomfortable emotions such as Amplified Emotions or Baseless Emotions. The effect lasts for 1 minute or until he is incapacitated or dies.

Channel Divinity: Through Thick and Thin. Starting at 6th level,

Brace's Better Together ability also gives each affected creature advantage on one Constitution or Wisdom saving throw of its choice while under the effects of this ability, and it also restores one hit die to each affected creature.

Channel Divinity: Turn Undead. As an action, Brace presents his holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. When an undead fails its saving throw against his Turn Undead ability, the creature is instantly destroyed if its challenge rating is at or below 1/2.

Relentless Endurance. Once per long rest, when Brace is reduced to zero hit points but not killed, he can drop to 1 hit point instead.

Actions

Handaxe. Melee Attack: +6 to hit, 20 (60) ft., single opponent. Hit: 6 (1d6 + 3) slashing damage.

Traits

Baseless Emotion (Worthlessness) [IE 2]: Brace feels persistent self-doubt about his abilities and value as a person. Comparing himself to others activates this feeling. He takes a -2 penalty to initiative rolls.

Humanoid Agnosia (Face) [IE 2]: Brace is unable to recognize humanoid faces or distinguish them from others. As a result, he has disadvantage and a penalty of -2 to on rolls to distinguish even the most basic of details regarding recognizing or remembering a humanoid's facial features. He's learned to focus

on the other features to recognize individuals, which gives him a +2 to Intelligence checks to remember someone or know about a specific subject such as hairstyles or jewelry.

Intrusive Thoughts [IE 2]: Brace struggles with intrusive thoughts about his own self-worth, especially related to his sense of masculinity and being worthy of love. He has a -2 penalty to saving throws against being frightened.

Missing (Right Hand) [IE 1]: Brace has a -1 penalty on Strength (Athletics) checks that require two hands, such as climbing. In mounted combat, whenever he attacks or takes damage, he needs to succeed on a DC 8 Dexterity check or fall off his mount.

Assistive Devices

Leather Strap. Used to hold Brace's shield to his forearm. He may use a bonus action to don or doff it.

Ring of Dispel Doubt

Wondrous Item, common

This brass ring features a clasp that resembles a comforting hand being placed on a shoulder. When worn, the Ring pulses with a gentle, reassuring warmth whenever you experience Intrusive Thoughts, giving you +2 on all saving throws against Intrusive Thoughts or magic effects that affect how you see yourself, such as Vicious Mockery. The ring helps you to ground and center yourself and focus on what matters to you. It reminds you of whatever you find calming, helping you to pull yourself out of, or cope with, troubling thoughts and moods and avoid maladaptive coping strategies.

Background

Brace was born and raised in an [orc](#) clan with strict gender roles and expectations that he struggled to meet. From a young age, he knew that once he was old enough, the clan expected him to marry and start his own family, and become a great warrior. As Brace grew, he found that he did not feel romantic or sexual attraction towards anyone, regardless of their gender. This led to much doubt and worry that he would not be able to marry. Due to the physical difference of his right hand, he feared that he would not become a great warrior; he could not wield a greataxe, an important rite of passage in his Orc clan.

Nevertheless, without role models offering a different way of being, Brace forced himself to live up to his clan's ideal of manhood. He began picking fights, treating others badly, and pushing himself beyond his limits to perform his clan's version of masculinity. As hard as he tried, it never felt right, and Brace's sense of self-worth diminished. He became plagued with intrusive thoughts about his fears of inadequacy. Adding to this, Brace struggled to recognize the faces of those around him, which led to unintentional arguments due to his clan's limited understanding of differences in perception. Brace was on the verge of becoming an outcast when a band of traveling adventurers passed through his clan's village.

Among the group was a follower of the Way of Warmth, a religious body dedicated to love, including friendship. Brace joined the band of adventurers and found acceptance, as well as mentors who guided him towards a more balanced way of being with his own masculinity. Eventually Brace became a cleric of the Way of Warmth and focused on channeling potent healing magic. He also became a warrior, successfully wielding not only handaxes but also a shield strapped to his right forearm for protection. Through all of this, Brace was able to become a kind and

supportive person, and even found love for himself with a partner who was accepting of him.

Brace eventually left adventuring and settled down in a small rural town with his partner and found family. Together, they continue to protect it to this day. Brace also serves as the town's healer.

Personality

Brace is a friendly and welcoming half-orc that speaks with a loud voice and has a booming laugh. He is happy to meet new people and swap stories – and hugs – with them. He is known to be supportive of friends and strangers alike, and has helped more than one band of adventurers seek shelter or complete a quest. He gives advice and helps people build connections to others as a means of self-discovery, similar to what occurred for him. However, Brace still finds himself at a loss when someone seeks romantic advice, and so sends them along to others who are better suited for the job. In his spare time, Brace has taken up cooking, and when someone stays with him and his partner, he makes large meals. He puts lots of love and enthusiasm into this practice even if it doesn't always come out the way he planned.

Plot Hooks

- The party needs a healer who is willing to travel with them for a short period of time.
- The party is in a small town without an inn, and they need a place to stay.
- The party needs advice on how to grow or overcome a challenge.

Aderyn Lloyd

July 30, 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.
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Donna Nason

July 30, 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 30, 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.
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Rork

July 30, 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 30, 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.

Lanark

July 30, 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.

Diverse Face Shape

July 30, 2023

Your face draws immediate attention. It isn't within the typical range of shapes of your ancestry. Part of your skull didn't grow like skulls usually do due to the bones fusing, growing at different rates or some other cause. Consequently, when people who don't know you see you, they usually only see your face . This gives you +(IE) to Dexterity (Sleight of Hand) checks but -(IE) (up to -4) to disguise checks or Dexterity (Stealth) checks to blend into a crowd as well as a -(IE) penalty on

Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances. Note however that some facial differences can give you a bonus on Charisma (Persuasion) or Charisma (Deception) checks instead, such as your face being seen as cute or more like a local ancestry.

Note that this is usually a permanent condition and does not fluctuate, but the player and GM are welcome to determine a magical version that fluctuates based on the Frequency table. Classic stimuli include sunrise/sunset, fluctuation of the moon, or stress.

Real-world Examples

Craniosynostosis, Hemifacial Microsomia, Plagiocephaly, Macrocephaly, Microcephaly, Agnathia, Down Syndrome, Hydrocephalus

Assistive Options

Characters can attempt to use a Disguise Kit (with penalties per Extent) or some kind of hood or helmet to cover their shape if they're trying to blend in, but otherwise, unless they have other traits, this trait by itself is cosmetic.

Face

July 30, 2023



d100	Trait
1-10	Diverse Face Shape
11-25	Face Cleft
26-45	Face Color Difference
46-60	Face Paralysis
61-80	Face Rash
81-85	Tumor
86-100	Face Tremor

Physical Traits

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For each physical trait, choose or roll to determine appendage or organ system (50/50 chance for each). Then roll on the appropriate table.

Appendage

d20	Appendage
1-2	Face
3-5	Ears (Roll again: 1-12 = 1 ear, 13-20 = 2 ears)
6-8	Eyes (Roll again: 1-12 = 1 eye, 13-20 = 2 eyes)
9	Nose
10-12	Mouth
13	Neck & Back
14-16	Arms & Hands (Roll again: 1-12 = 1, 13-20 = 2)
17-19	Legs & Feet (Roll again: 1-12 = 1, 13-20 = 2)
20	Teeth