

Hadarai Liadon

July 29, 2023



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

Armor Class 15 (leather armor)

Hit Points 23

Speed 30 ft.

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

Saving Throws Dexterity +6, Intelligence +3

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 4 (1,100 XP)

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

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

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

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

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

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

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

Traits

[Hair Growth Difference](#) [IE 4]. Hadarai has reduced hair growth relative to faer ancestry. While mostly cosmetic and cultural, it may result in a -4 penalty on certain Charisma checks, depending on the culture. The player and GM should discuss the effect in their campaign world. In extremely hot or cold environments, the saving throws as outlined in official fifth edition sources have a bonus or penalty of 2 accordingly.

Actions

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

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

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

Background

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

As Hadarai neared adulthood, faer hair started falling out until none remained. For a long time, fae struggled with this and faer identity, and faer peers distanced themselves, fearing the hair loss was contagious. Fae tried to cover the hair loss by drawing on eyebrows and wearing wigs, hats, and bandanas, but those attempts seemed to draw attention to faer condition and made faer even more self-conscious. Fae withdrew from social interaction as much as possible, hiding in trees and on rooftops, with the birds and squirrels there making inadequate companions. Fae eventually attempted to ingratiate faerself back into faer social circles by pulling outlandish stunts and having more boisterous interactions; these did help somewhat, but felt uncomfortable.

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

Personality

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

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

Plot Hooks

- Hadarai has stolen a valuable item from a wealthy person who wants it back and hires the party to track Haradai down and return the item. However, the party discovers that Hadarai had a good reason to steal the item.
- While climbing a tower, Hadarai discovered something disturbing at the top. Fae asks the party to help faer investigate, and respond to, this unsettling discovery.
- Hadarai has been hired to acquire an object, but fae needs some help getting past some obstacles and hires the party to assist.

Aderyn Lloyd

July 29, 2023



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

Armor Class: 18

Hit Points: 73

Speed: 30 ft.

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

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

Senses: Darkvision 60 ft., Passive Perception 17

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

Challenge: 10

Abilities

Cunning Action. Their quick thinking and agility allow them to move and act quickly. They can take a bonus action on each of their turns in combat. This action can be used only to take the

Dash, Disengage, or Hide action.

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

Second-Story Work. They can climb faster than normal; climbing no longer costs them extra movement. In addition, when they make a running jump, the distance they cover increases by a number of feet equal to their Dexterity modifier.

Sneak Attack. They know how to strike subtly and exploit a foe's distraction. Once per turn, they can deal an extra 5d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or a ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

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

Uncanny Dodge. When an attacker that they can see hits them with an attack, they can use their reaction to halve the attack's damage against them.

Actions

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

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

Traits

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

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

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

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

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

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

Fatigue [IE 2, Chronic]. Every long rest, Aderyn must make a DC 14 Constitution saving throw or take 1 level of exhaustion

during the duration. They must also make a DC 10 Constitution saving throw or experience insomnia and get no benefits from a long rest.

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

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

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

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

Phobia (Acrophobia/Arachnophobia/Trypanophobia) [IE 1, Triggered]. When within 10 ft. of the phobic stimuli Aderyn, must make a DC 9 Wisdom check or have a -1 penalty to all Intelligence, Wisdom, and Charisma ability checks.

Repetitive Movement [IE 3, Frequent]. For 3d4 rounds, Aderyn uses stimming to manage their emotions. When attempting to or unable to stim, Aderyn must make a DC 6 Constitution check to fight the urge each round with the DC increasing by 3 each

round until the stimming behavior is engaged in. Failure to resist results in a -3 penalty to all ability checks until their stimming needs are met.

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

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

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

Social Interaction Difference [IE 3, Chronic]. They have trouble interpreting the social aspects of language, both verbal and non-verbal, and the feelings being conveyed. This can make them seem insensitive as they miss sarcasm, avoid eye contact, take expressions literally, or don't attend to the subject as neurotypical people would expect, or they tend to repeat phrases spoken to them as they process them. They have a -3 penalty on Charisma (Persuasion) and Charisma (Deception)

and Wisdom (Insight) checks. They can use Masking to mitigate these effects.

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

Assistive Devices

Aaron's Axles of Agility

Wondrous Item, uncommon

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

Cadfael's Pressure Armor

Wondrous Item, uncommon

Usually chainmail but sometimes found in other configurations, this armor has 8 charges. While wearing it, you can expend 1 charge as a bonus action to cause the armor to constrict such that it applies deep pressure and a sense of calmness, like a hug, usually pleasurable for those that find hugs overwhelming. If you have Phobia (Claustrophobia), this armor will trigger it. The armor regains 2d4 expended charges daily after a long rest.

Valkeown's Fidget Focus

Wondrous Item, uncommon

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

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

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

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

Wheelchair. *Wheelchairs eliminate the movement penalty and add 50 percent to your dash movement unless on rough terrain, but many actions such as jumping are impossible while sitting in a typical wheelchair.*

Background

Born under a new moon to an elven landowner father and a human craftswoman mother, Aderyn was unwanted. Their early life,

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

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

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

Personality

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

abuse said power, are quick to taste Aderyn's justice and redistribution of wealth.

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

Plot Hooks

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

Lirien

July 29, 2023



Medium humanoid (half-elf), chaotic neutral, She/Her

Armor Class

14 (hide armor)

Hit Points

22 (4d8 + 4)

Speed

30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Skills

Acrobatics +5, Deception +4, Stealth +5

Senses

darkvision 60 ft., passive Perception 10

Languages

Common, Elvish, Thieves' Cant

Challenge

1 (200 XP)

Congenital Heart Defect. Lirien is easily tired and experiences Shortness of Breath. She has a -2 penalty on all saving throws against gas-based poison attacks and Constitution checks related to exertion. After three rounds of strenuous physical action such as melee combat, she must succeed on a DC 10 Constitution

saving throw or take one level of exhaustion until she stops the activity and rests for 2d10 minutes. Each round she continues, she needs to succeed on an additional saving throw, and the DC increases by 1 each round. Because she's used to assessing her physical capacity and finding creative solutions to perform physical tasks, once per long rest, she can choose to roll a Strength, Dexterity, or Constitution check with advantage.

Sneak Attack (1/Turn). The rogue deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Description

Lirien is a charismatic half-elf rogue with a passion for adventure and a quick wit. Despite her congenital heart defect, she never lets it slow her down and is always up for a challenge. Growing up in a small village, Lirien always felt stifled and yearned for something more. When she learned of the Glaciadon's theft of the heartstone, she saw it as an opportunity to prove her bravery and do something good for her community. She's a bit of a risk-taker and isn't afraid to bend the rules to get what she wants, but her heart is always in the right place. She's known for saying, "Life's too short to play it safe," before taking the next risk.

Ripley Vance

July 29, 2023



Ripley Vance ([Rogue](#))

Small Humanoid ([Halfling](#)), Chaotic Good

Genderfluid he/she/they

Armor Class: 13

Hit Points: 23

Speed: 25 ft.

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

Skills: Acrobatics +5, Deception +6, Investigation +9, Stealth +6

Senses: Passive Perception 17

Languages: Common, Halfling, Thieves' Cant

Challenge: 5

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 3d6 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.

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.

Traits

Missing Left Eye. Ripley lost their eye during the fire that claimed their parent's life. Due to this, they have **Blindness** (IE 4) to all checks on the left side of their body. This

includes ranged attacks, jumping, or anything else dependent on perception.

Speech Impediment [IE 2, Chronic]. Ripley has a stutter, and, at times, it can be challenging for others to understand them. Ripley takes a -2 penalty to all speech-related rolls and must modify any spells to be within their word range.

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.

Background

Ripley has lived a challenging life growing up in the city. After Ripley's parents died in a fire, they were raised by their aunt and uncle who sold exotic animals and were very kind. Though well loved by their adopted family, Ripley often struggled with feeling accepted by others. Seeing that their child was struggling, Ripley's parents gifted them a lynx named Button. As Button and Ripley grew together, so did the little halfling's confidence. Soon Ripley was running all around the city causing mayhem, Button by their side. After several run-ins with the local guards and lectures from his parents, Ripley found themselves faced with a tough choice: settle down or leave home to make their way in the world.

Wandering through the city one day, Ripley overheard a lecture on alchemy and ways of implementing it in healing. This excited them enough that the little halfling ran home and decided to become a student of alchemy at the local academy. Having only just started, Ripley knows nothing, but that doesn't stop them from experimenting, much to the dread of their parents and Button.

Personality

Ripley is a halfling full of energy and always on the go. If they aren't in class listening to a lecture on the creation of mutagens or the properties of gold, they are out testing mixtures in abandoned houses or remote parts of the city. Sometimes Ripley can become so excited talking about a recent experiment that it will become hard to understand them. While used to this, if asked to repeat too much, Ripley will become frustrated and sullen. You also will never see Ripley without Button. The two are thick as thieves and Ripley will flatly refuse any situation that doesn't allow them to take Button with them. Sadly, if people cannot keep up with Ripley's thoughts, they are prone to becoming rude or condescending. If reprimanded for this, Ripley feels very guilty and often offers to make someone a mixture of their latest experiment as compensation.

Plot Hooks

1. The party is investigating the local academy and needs someone who knows all its secrets.
 2. The party is seeking a knowledgeable alchemist and Ripley, falsely, identifies themselves as such.
 3. The party sees Ripley running away from the local guards while Buttons gets caught, leading to Ripley taking a stance all alone.
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Talia Dustbloom

July 29, 2023



Talia Dustbloom ([Rogue](#))

Small humanoid (lightfoot [halfling](#)), Chaotic Good

Cisgender woman (she/her)

Armor Class: 14

Hit Points: 15

Speed: 25 ft.

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

Skills: Acrobatics +5, Insight +3, Investigation +5, Perception +3, Performance +4, Persuasion +4

Senses: Passive Perception 13

Languages: Common, Halfling, Thieves' Cant

Challenge: 2

Abilities

Brave. She has advantage on saving throws against being frightened.

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

Halfling Nimbleness. She can move through the space of any creature that is of a size larger than hers.

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

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

Sneak Attack. Once per turn, she can deal an extra 1d6 damage to one creature she hit with an attack with a finesse or ranged weapon if she has advantage on the attack roll. She 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 she don't have disadvantage on the attack roll.

Traits

Attention Difference. [IE 3, Chronic]. Talia has trouble choosing subjects to focus on and switching between them. When performing any sustained task, she must succeed on a DC 11 Constitution saving throw. Failure indicates that she's been distracted – all related skill checks take sixty percent times as long to complete. While distracted, she has a +3 on passive Wisdom (Perception). On success, she becomes hyperfocused and has advantage on all related skill checks. While hyperfocused, she has a -3 penalty on passive Wisdom (Perception).

When anticipating an important upcoming event, she must succeed on a DC 9 Constitution saving throw. Failure indicates that she's distracted by that event as above until it begins.

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.

Assistive Device

[McLoken's Ring of Fidgeting](#) (Attention Difference)

Wondrous Item, common

This silver ring has a separate copper ring in the center that rotates and functions as a fidget, giving a +1 bonus to [Attention Difference](#) saving throws. This ring has 6 charges. While wearing it, you can expend 1 charge as an action to clarify your mind for 1 minute, giving you advantage on all saving throws against psychic damage and all Intelligence and Wisdom checks in which you're proficient except passive Wisdom (Perception). The ring regains 1d4 + 2 expended charges daily after a long rest.

Background

Talia grew up in a difficult household. She has a loving mother and an unpleasant father. She did her best to always stay out of trouble, but nothing she did was ever good enough for him. Talia became enamored with journalism, learning about others and being able to tell others' stories and, as a result, better relating to people. She did not want to ever end up like her father. Talia has spent a lot of her life trying to understand who she is, and why her father acted as he did. She had a suspicion that the way she communicated with others and the way her body

responded to stimuli was not the same as some of her peers. It took until adulthood for her to be able to find a name for her traits that fit what she was feeling. It has helped her come to terms with the level of need and support that she requires to live everyday life. Talia never lets anything get in the way when she is determined to accomplish a project. After learning she has an attention difference, Talia was able to find a job that would accommodate not only her special interests but also her learning needs.

Personality

Talia is an enthusiastic, determined, and natural leader. She has a sweet disposition and uses that to get the answers that she needs for her business. Talia has a persuasive personality that others feel comfortable sharing intimate details with. In addition, she knows when to cut through all of the serious talk to get straight to business with people who are giving her a hard time. Talia does struggle with her thought process at certain times of the day; however, she does not allow that to get in the way of her work or personal life. Talia's love of life and information are what keeps her moving every day.

Plot Hooks

1. Talia needs help getting an invite to a large party in town. The players may be interested in attending the party and helping her get in.
2. Talia can be in some trouble with the local vendors in town over the reviews she has written. The players may be asked to help her with being able to politely write reviews about the shops.
3. Talia is always in search of the next big thrill, and will ask the players to help her find something worth "writing

home about.” The players can then determine what truly makes for a grand adventure. They can have her tag along, recite a story of their travels, or something else that would satisfy Talia’s curiosity.

Ilse Winternacht

July 29, 2023



Ilse Winternacht ([Rogue](#))

Small Humanoid ([Halfling](#)), Chaotic Good

Cisgender woman (she/her)

Armor Class: 14

Hit Points: 33

Speed: 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)	14 (+2)

Skills: Athletics +6, Arcana +3, Deception +4, Investigation +5, Sleight of Hand +6, Stealth +6

Senses: Passive Perception 11

Languages: Common, Halfling, Thieves' Cant

Challenge: 3

Abilities

Brave. She has advantage on saving throws against being frightened.

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

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

Halfling Nimbleness. She can move through the space of any creature a size larger than her.

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

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

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

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

Traits

Numbness [IE 3, Chronic]. Ilse can neither feel nor move her elbow to fingers (Impact Extent 3). Their fingers can use magic rings, but otherwise, she can't use that appendage, and if exposed to damage, she doesn't notice, which can result in further ongoing damage.

Arm/Hand Stiffness (left arm and hand) [IE 2, Chronic]. Ilse's fingers, wrists, elbows, and/or shoulders are difficult or impossible to move without extreme pain, if at all. She has a -2 penalty to any action that would use that joint, including combat rolls. When she succeeds on a melee attack, the vibrations from the impact are painful, and she needs to succeed in a DC 10 Constitution check to fight the pain and continue to hold her weapon.

Traumatic Flashbacks [IE 4, Triggered by screaming]. Ilse experiences memories of past trauma (sometimes violent, but not always) as if it's happening again. The flashbacks are triggered by external stimuli, sometimes predictable, but the specific stimuli can be any number of brief sensory experiences. In this case, the response is triggered seemingly randomly 4d4 times per day or when exposed to stimuli known to relate to the traumatic event and lasts for 4d6 minutes unless she succeeds on a DC 12 Constitution saving throw. All spell casting and ability checks require that she succeed on a concentration check or make the subsequent check with disadvantage, and tasks that normally require a concentration check are made with a -4 penalty. If she takes damage during the flashback experience that doesn't make sense within that context, she may make another Constitution saving throw immediately.

Actions

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

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

Assistive Device

Jocelyn's Necklace of Grounding

Wondrous Item, common

This iron necklace with a pendant depicting the topography of your home plane, changing appearance accordingly for each owner, has three charges, and it regains 1d3 expended charges daily at dawn. While worn, when you have a Traumatic Flashback, it emits a strong mint aroma and produces a sour lemon flavor in your mouth. This strong sensory input gives you +2 on all Constitution saving throws against the flashback.

Background

Ilse was born the youngest of four children into a wealthy family of alchemists. Unlike her siblings, she never took to the craft herself – preferring to express her creativity through painting the city's architecture. Nevertheless, her family doted upon her, and she them, as they lived a comfortable life off of the profits of the family business.

The Roaring Fires saw to change that, tearing through the entire western quarter of the city – including the Winternacht Alchemical Corner where Ilse was at the time – and leaving it a mess of scorched rubble and debris. Those who survived were left

homeless, destitute, and desperate for someone to blame. The city council provided, claiming the fire was caused by her family's "negligent alchemical practice," charging them and throwing a public show trial that resulted in the life-long imprisonment of her parents and all of her siblings and the seizing of all of their assets to fund the repairs, leaving Ilse to fend for herself at the age of fifteen.

Ilse made the most of her situation, banding together with other youths displaced by the fires to form the Burnouts gang. Her keen interest in architecture and her steady painter's handmade picking up the art of second-story work and pick-pocketing a breeze, and her ability to disguise her casing of potential targets as the artistic endeavors of a troubled teen made her a valuable asset to the rest of the gang. Over the years that followed, the Burnouts became her new family, though behind closed doors, she still dreams of the day she finds out what really caused the Roaring Fires and clears the Winternacht name.

Personality

Ilse is generally quite cheerful. She tends to deal with her own pain by focusing on helping out others who have suffered as she has. She is quick to deny anything is wrong when asked and quick to anger when pressed beyond that. She will end up stroking her left arm when uncomfortable as a reminder of the destruction that happened in the Roaring Fires. A lover of all things architectural, she is easily distracted by designs she's never seen before. Though not particularly good at portraiture, Ilse enjoys painting portraits as memoirs of the ones she loves most. Painting is one way to help her relax and forget about her pain for a little while.

Plot Hooks

1. Ilse may request the adventurers to help her find some rare magic paint that she heard is being sold in the next town over.
2. Ilse may hire a group of adventurers to help her get to a particular location so she can paint the beautiful architecture she's heard a lot about.
3. Ilse may hire a group of adventurers to help her discover what happened to her family's business and who is behind the Roaring Fires.