

Hadarai Liadon

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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.