



Crom "The Ogre"

Human Barbarian - 1

Strength
+3
Save +5
Athletics +5

Dexterity
+2
Stealth +4

Constitution
+2
Save +4

Intelligence
+0

Wisdom
+0
Perception +2
Animal
Handling +2

Charisma
+1

Armor Class
16

Hit Points
16

Perception
10

Current Hit Points

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Initiative +1	Hit Dice 1D12	Speed 30' (6")
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Attacks	To-Hit	Damage
Longsword	+5	1D8+3* slashing
Longbow	+4	1D8+2 Piercing
Javelin	+5	1D6+3* Piercing

* Benefits from rage

Rages - O O

Equipment

Shield Longsword Hide armor Common clothes pouch with 25 gp trophy taken from enemy 50 feet of Hempen rope crowbar	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin
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Features:

Rage

In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

Once you have raged the maximum number of times for your Barbarian level, you must finish a Long Rest before you can rage again. You may rage four times between rests.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

Danger Sense

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity Saving Throws against Effects that you can see, such as traps and Spells. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

Tough

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common.

Proficiencies

Crom is proficient in sailing a swamp boat. He is right at home in the swamps.

Crom is a back-woods barbarian who has done well for himself pushing back against bullies. He moves with murderous intent through the battlefield tearing through victims on the way to his target. He grew up in a village nestled within the swampy province of "Tale O' Nine" in Southeast Radavan. There, he freed several villages from the tyranny of bandit-kingdoms that claimed the foggy swamps of his homelands for themselves.

He is a bit superstitious, and keeps symbols of death close by to remind himself of his mortality. He truly believes that if his sword were ever to break, death would find him soon after. He always makes his most sacred oaths "on my steel" as in "On my steel I'll see you rot in hell!" or "I swear on the strength of my steel!"

Chrom's job on the adventuring team is to kill the bad guys and protect his teammates by standing harm's way.



Gutboy Barrelhouse

Dwarf Barbarian - 1

Strength
+3
Save +5
Athletics +5

Dexterity
+2
Stealth +4

Constitution
+3
Save +5

Intelligence
-2

Wisdom
+0
Perception +2

Charisma
+2
Deception +4
Persuasion +4

Armor Class
15

Hit Points
15

Perception
12

Current Hit Points

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Initiative +1	Hit Dice 1D12	Speed 25' (5")
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Attacks	To-Hit	Damage
Great Axe*	+5	1D12+3 slashing
Sling	+4	1D4+2 Bludgeoning
Javelin*	+5	1D6+3 Piercing

* Benefits from rage

Rages - O O

Equipment

Great Axe Four javelins Sling + bullets Healing potion Hand axe 50'Hempen rope Pouch of snacks	Backpack Mess kit Tinderbox 10 torches 20 days of Rations Wineskin crowbar
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Features:

Rage

In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

Once you have raged the maximum number of times for your Barbarian level, you must finish a Long Rest before you can rage again. You may rage four times between rests.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

Danger Sense

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity Saving Throws against Effects that you can see, such as traps and Spells. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

Darkvision

Accustomed to life Underground, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

Dwarven Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Languages and Proficiencies**Languages**

You can speak, read, and write Common and Dwarven. You've also picked up some Infernal, Elven, and Draconic.

Gutboy likes to eat. He has only three rules. Don't eat something still alive, don't eat something poisonous, and don't eat anything currently on fire. Other than that he is flexible. Gutboy 's job on the adventuring team is to kill the bad guys and protect his teammates by standing harm's way.



Tenacious Backbiter

Halfling Rogue - 1

Strength -1 **Dexterity** +3 **Constitution** +3

Save +5
Acrobatics +5
Sl. of Hand +7
Stealth +7

Intelligence +2 **Wisdom** +1 **Charisma** -1

Save +4
Investigation +4

Nature +4
Survival +4
Perception +4

Armor Class 14 **Hit Points** 11 **Perception** 14

Current Hit Points

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Initiative +3	Hit Dice 1D8	Speed 25' (5")
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Attacks	To-Hit	Damage
Shortsword	+5	1D6+3
Shortbow	+5	1D6+3
Dagger	+5	1D4+3

Equipment

Leather armor Waterskin 50 feet of Hempen rope Set of common clothes pouch containing 10 gp Short sword Short bow + 20 arrows Crowbar Vial of acid Four vials of military oil	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Three daggers Anti-toxin - three doses Healer's Kit Thieve's Tools
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Features:

Expertise

Your Proficiency Bonus is doubled for any ability check you make that uses Stealth or Sleight of Hand (already calculated.).

Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon.

You 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 you don't have disadvantage on the Attack roll.

Thieves' Cant

During your rogue Training you learned Thieves' Cant, a Secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.

Lucky

When you roll a 1 on The D20 for an Attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave

You have advantage on Saving Throws against being Frightened.

Halfling Nimbleness

You can move through the space of any creature that is of a size larger than yours.

Stout Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common.

Proficiencies

You have proficiency with thieves' tools, alchemist's supplies, and healer's kit.

Tenacious is a slippery halfling who grew up on the tough streets of Juntandria, the most populous city in all of the continent of Radavan. Tenacious owes everything to Myceanus - a generous benefactor who got the rogue off the streets and taught Tenacious more about alchemy.

Tenacious has a crude sense of humor, but keeps to himself for the most part.

Tenacious is creative, and likes coming up with new and dangerous plans for the next heist. Tenacious is easily distracted, particularly by inventions or magic.

Tenacious' job on an adventuring team is to handle tricky things, such as locked doors or potential traps. In combat, he does well if he can gang up with allies to sneak attack opponents.



Einar Oakenshield

Dwarf Life Cleric - 1

Strength +2 **Dexterity** +0 **Constitution** +3

Intelligence -1 **Wisdom** +3 **Charisma** +1
 Religion +1 **Save +5** **Save +3**
 History +1 Insight +5
 Medicine +5

Armor Class 18 **Hit Points** 11 **Perception** 13

Current Hit Points

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Initiative +0	Hit Dice 1D8	Speed 25' (5")
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Attacks	To-Hit	Damage
Word of Radiance	CON DC13	1D6 radiant
Battleaxe	+4	1D8+2 slashing
Light Crossbow	+2	1D8 piercing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Guidance, Spare the Dying, Word of Radiance

1st level: Bless, Cure Wounds, Detect Magic (ritual), Guiding Bolt, Healing Word, Protection from Evil

Equipment

Chain mail Shield Battleaxe holy symbol prayer book Vestments common clothes pouch with 15 gp Healer's Kit Two vials of holy water	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of Hempen rope Light Crossbow & bolts crowbar
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Features:

Disciple of Life

Your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level.

Ritual Casting

You can cast a Cleric spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

Darkvision

Accustomed to life Underground, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

Dwarven Resilience

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Languages and Proficiencies

Languages

You can speak, read, and write Common and Dwarven. You've also picked up some Celestial, Elven, and Draconic.

Proficiencies

You have proficiency with the healing kit

Einar Oakenshield is a member in good standing of the Healer's Guild of Radavan. His job in the party is to inspire, restore, and aid the others. When people see Einar, they first notice his guild badge, a symbol proudly emblazoned on his shield which identifies him as a practitioner of healing. Einar is equipped in thick plate armor to protect him from threats which makes him move a bit slower and more deliberately than most.



Infernus, Flame of the Beggar

Human Light Cleric - 1

Strength +3
Athletics +5

Dexterity +0

Constitution +2

Intelligence -1
Religion +1

Wisdom +3
Save +6
Perception +6
Medicine +3

Charisma +1
Save +3
Intimidation +3

Armor Class 16

Hit Points 10

Perception 16

Current Hit Points

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Initiative +0	Hit Dice 1D8	Speed 30' (6")
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Attacks	To-Hit	Damage
Toll the Dead	WIS DC13	1D8/1D12 necrotic
Longsword (2H)	+5	1D10+3 slashing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Guidance, Spare the Dying, Toll the Dead, Light

1st level: Cure Wounds, Detect Disease (Ritual), Guiding Bolt, Healing Word, Inflict Wounds, Burning Hands, Faerie Fire

Equipment

Chain mail holy symbol prayer book 5 sticks of incense Vestments common clothes pouch with 15 gp Herbalism kit Two healing potions	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of Hempen rope pouch containing 10 gp
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Features:

Warding Flare

You can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Ritual Casting

You can cast a Cleric spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.

Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. Specifically, this information is important to the exploration of the Caves of Chaos.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common and Draconic.

Proficiencies

You have proficiency with the herbalism kit.

Infernus is a loyal priest of the Old Gods, specifically following the path of The Beggar. This ancient deity is dedicated to helping those less fortunate and furthering the cause of good and freedom. Infernus serves The Beggar by fighting evil monsters and freeing the oppressed wherever he finds them. In return, The Beggar grants Infernus the ability to cast powerful spells of elemental flame.

Infernus' job on the adventuring team is to protect his teammates with spells and help kill the monsters with his longsword.



Dominus the Mystic

Human Wizard Conjurer - 1

Strength -1 **Dexterity** +1 **Constitution** +3

Intelligence +3 **Wisdom** +1 **Charisma** +0

Save +5
Arcana +5
History +5
Investigation +5

Save +3
Insight +3

Armor Class 11 **Hit Points** 9 **Perception** 11

Current Hit Points

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Initiative +0	Hit Dice 1D6	Speed 30' (6")
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Attacks	To-Hit	Damage
Acid Splash	DEX DC13	1D6 acid
Shocking Grasp	+5	1D8 lightning
Dagger	+3	1D4+1 Piercing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Acid Splash, Mage Hand, Message
Prestidigitation, Shocking Grasp

1st level: Comprehend Languages (ritual),
Detect Magic (ritual), Feather Fall, Find Familiar
(ritual), Magic Missile, Shield, Sleep, Unseen
Servant, Witchbolt

Equipment

A bottle of black ink Quill small knife set of common clothes pouch with 10 gp dagger	Spellcasting Orb Component Pouch Backpack Books of Lore 10 sheets of Parchment little bag of sand
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Features:

Ritual Casting

You can cast a Wizard spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.

Arcane Recovery

You have learned to regain some of your magical energy by studying your Spellbook. Once per day when you finish a Short Rest, you can choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your Wizard level (rounded up)

Clockwork Songbird Familiar

Leif has a tiny mechanical songbird familiar that he has magically conjured. It has an AC of 16 and 1 HP.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any Special Senses that the familiar has. During this time, you are deaf and blind with regard to your own Senses.

When you Cast a Spell with a range of touch like Shocking Grasp, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its Reaction to deliver the spell when you cast it. If the spell requires an Attack roll, you use your Attack modifier for the roll.

Proficiencies and Languages:**Languages**

You can read, and write Common and Dwarven. You have learned to communicate through crude sign language since the incident that took your speech. You've picked up some Elven and Infernal as well.

Proficiencies

Dominus was expelled from the Cadre of the Iron Lotus in the city of Blackangel for cheating. The faculty believed that his most recent project was far too advanced to be done by a second-year like Dominus. Dominus took his skills on the road and now looks for fortune and adventure. He still bears a grudge against the Cadre.

Dominus' job on an adventuring team is to use his spells to support his teammates in defeating monsters.



Kaja Freebreeze

Human Divine Soul Sorcerer - 1

Strength -1
Dexterity +3
Acrobatics +5
Constitution +1
Save +3

Intelligence +0
Arcana +2
History +2
Wisdom +1
Insight +3
Charisma +3
Save +5
Persuasion +5

Armor Class 13
Hit Points 7
Perception 11

Current Hit Points

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Initiative +3	Hit Dice 1D6	Speed 30' (6")
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Attacks	To-Hit	Damage
Fire Bolt	+5	1D10 Fire
Dagger	+5	1D4+3 Slashing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Dancing Lights, Fire Bolt, Mage Hand, Minor Illusion

1st level: Charm Person, Healing Word, Thunderwave

Equipment

Purse with 5 gold Two daggers Arcane focus Backpack Fine clothes Carnival clothes Lyre, Flute, and Drum	Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of satin ribbon
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Features:

Divine Magic

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Favored by the Gods

Divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Inspiring Leader

You can spend 10 minutes inspiring your companions, shoring up their will to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you can see or hear you and can understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points in this way again until they finish a short or long rest.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common, but you've picked up a little bit of Elvish as well.

Proficiencies

Kaja is an accomplished dancer and musician.

Kaja lives a life of simple, uncaring freedom. As a child, she literally ran away from the orphanage she grew up in and joined a carnival. She has never looked back. She has little expectations about the future, and goes wherever the fates carry her. She hates oppression in all forms and wants only the best for those she cares for. She heals with touch and laughter, and is always admired and loved by all she meets in her travels.

Kaja's job in the adventuring party is to blast foes and hype up her friends with rousing speeches and powerful magic.



Sylvie of the Pines

Elven Druid - 1

Strength -1
Dexterity +3
Stealth +5
Constitution +1

Intelligence -1
Save +1
Wisdom +3
Save +5
Survival +5
Animal Handling +5
Perception +5
Charisma +2

Armor Class 16
Hit Points 9
Perception 15

Current Hit Points

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Initiative +3	Hit Dice 1D8	Speed 35' (7")
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Attacks	To-Hit	Damage
Frostbite	CON DC13	1D6 Cold
Scimitar	+5	1D6+3 Slashing
Longbow	+5	1D8+3 Piercing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Frostbite, Shape Water

1st level: Animal Friendship, Detect Magic (ritual), Entangle, Healing Word, Ice Knife

Equipment

Hide Armor Scimitar Wooden Shield Longbow and arrows common clothes Herbalism Kit pouch with 1 gp Spellcasting focus Two healing potions	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of Hempen rope
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Features:

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Darkvision

You have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Proficiencies and Languages:

Languages

You can speak, read, and write Common, Elven, and Sylvan. Additionally, you know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Proficiencies

You are never without your herbalism kit. You may use it to brew healing potions from raw materials over a week of downtime.

Sylvie's destiny is to protect this adventuring party both physically and spiritually from harm. She wears shabby clothes scavenged or hand-made, dirtied from the time spent wandering the wilderness.

Others find Sylvie aloof at first. She tends to hang back and observe rather than plunge headlong into any endeavor. However, her companions will realize that she is as dedicated and thoughtful as any other ally. Sylvie commands restorative and destructive magic in equal amount. She can make friends with the animals of the forest, and often has a squirrel or songbird nearby begging for food.

She dedicated herself to the party because she believes that one individual can make a difference. While she sometimes weeps for the misfortunes of all Kyor, she remains steadfastly on the side of grace against tyranny and oppression.

Sylvie's job in the adventuring party is to heal her allies, deal with any threats from animals of the forest, and back up the tough fighters in combat with frost magic and arrows.



Hildir Trueblade

Human Fighter - 1

Strength
+3
Save +5
Athletics +5

Dexterity
+0

Constitution
+3
Save +5

Intelligence
+0
History +2

Wisdom
-1

Charisma
+2
Intimidation +4
Persuasion +4
Deception +4

Armor Class
19

Hit Points
13

Perception
9

Current Hit Points

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Initiative	Hit Dice	Speed
+0	1D10	30' (6")

Attacks	To-Hit	Damage
Longsword	+5	1D18+3 slashing
Light Crossbow	+2	1D8 Piercing
Hand Axe	+5	1D6+3 Slashing

Equipment

Chain mail Shield Longsword common clothes pouch with 25 gp insignia of rank dagger	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin 50 feet of Hempen rope
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Features:

Fighting Style: Defense

While you are wearing armor, you gain a +1 bonus to AC.

Feat: Heavy Armor Master

When wearing heavy armor, bludgeoning, slashing and piercing damage you take from non-magical weapons is reduced by 3.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On Your Turn, you can use a Bonus Action to regain Hit Points equal to 1d10 + your Fighter level.

Once you use this feature, you must finish a short or Long Rest before you can use it again.

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common.

Proficiencies

You have proficiency with the games of chance soldiers play between battles.

Hildir is a former soldier who is dedicated to her task. If someone is in need, she never withholds aid. Unfortunately, she can be unpredictable as she believes that oftentimes the best option is one that is swift, unexpected, and overwhelming.

As the best armored member of her adventuring party, Hildir's job is to protect other party members and destroy the big, aggressive monsters.



Sister Majeda Somnam

Human War Twilight Cleric - 1

Strength +0 **Dexterity** +3 **Constitution** +2

Acrobatics +5
Stealth +5

Intelligence +0 **Wisdom** +3 **Charisma** +1
Religion +2 **Save +5** **Save +3**
Insight +5
Perception +5

Armor Class 15 **Hit Points** 10 **Perception** 15

Current Hit Points

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Initiative +3	Hit Dice 1D8	Speed 30' (6")
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Attacks	To-Hit	Damage
Rapier	+5	1D8+3 Piercing
Off-Hand Rapier	+5	1D8 Piercing
Dagger	+5	1D4+3 Slashing

Spells:

Spell Save DC 13, +5 Spell Attack

Two 1st-level spell slots - O O

Cantrips: Guidance,

1st level: Healing Word, Sanctuary, Shield of Faith, Faerie Fire, Healing Word, Sleep

Equipment

Twin Rapiers Leather Armor Dagger holy symbol Spyglass 5 sticks of incense Habit Spare habit pouch with 15 gp Herbalism kit	Backpack Bedroll Mess kit Tinderbox 10 torches 10 days of Rations Waterskin pouch containing 10 gp Star charts & sextant Two healing potions
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Features:

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Eyes of Night

You can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

Vigilant Blessing

The night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

Proficiencies and Languages:**Languages**

You can speak, read, and write Common. You have picked up some conversational Dwarvish but you don't read it very well.

Proficiencies

You have proficiency with the herbalism kit.

Rescued from crushing poverty by her convent, Majeda has grown to be a ferocious protector of the common folk such as herself. She feels tremendous empathy for those who suffer, and speaks bluntly. She is very insightful, and is in many ways a "human lie detector" about others' motivations. She hopes that her efforts bring the change she wants to see in the world of Kyor.

Majeda's job in the adventuring party is to lend close support, both with healing and steel to the rogues and sneakiest members of the party, perhaps saving a spell slot for crowd control.



Thranko

Elven Monk - 1

Strength
+0
Save +2

Dexterity
+3
Save +5
Acrobatics +5
Stealth +5

Constitution
+2

Intelligence
-1

Wisdom
+3
Survival +5
Perception +5

Charisma
+0
Deception +2

Armor Class
16

Hit Points
10

Perception
15

Current Hit Points

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Initiative +3	Hit Dice 1D8	Speed 35' (7")
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Attacks	To-Hit	Damage
Shortsword	+5	1D6+3 Slashing
Unarmed Strike	+5	1D4+3 Bludgeoning
Dagger	+5	1D4+3 Slashing

Equipment

Twin shortswords hammer piton (10) Hair products Eyeliner / Warpaint "Magic" mushrooms Herbalism kit One healing potion	Backpack crowbar torch (10) tinderbox rations (10) Waterskin Healing kit
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Features:

Unarmored Defense

While you are wearing no armor and not wielding a Shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

Your practice of Martial Arts gives you mastery of Combat styles that use unarmed strikes and monk Weapons, which are shortswords and any simple melee Weapons that don't have the Two-Handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk Weapons and you aren't wearing armor or wielding a Shield.

- You can use Dexterity instead of Strength for the Attack and Damage Rolls of your unarmed strikes and monk Weapons.

- You can roll a d4 in place of the normal damage of your Unarmed Strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

- When you use the Attack action with an Unarmed Strike or a monk weapon on Your Turn, you can make one Unarmed Strike as a Bonus Action. For example, if you take the Attack action and Attack with a Quarterstaff, you can also make an Unarmed Strike as a Bonus Action, assuming you haven't already taken a Bonus Action this turn.

Darkvision

You have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Proficiencies and Languages:**Languages**

You can speak Common, Elven, and Sylvan. Unfortunately, you don't read so good. Reading is for stiff, anyway.

Proficiencies

You are pretty good with both the herbalism kit and the healing kit. You may use it to brew healing potions from raw materials over a week of downtime.

What is there to tell you about Thranko that he hasn't already told you himself? He is the most talented, tough, and attractive individual in the party - hands down.

Everyone else either wants to get with him, or be him. Consequently, there is a lot of work that goes into being Thranko. He's got to have his hair "just right" before going anywhere, and when it is time to wind down he will oftentimes ingest any sort of intoxicants he can get his hands on.

He's all about good karma. While Thranko is boastful, he is never pushy or annoying about it. He is wise enough to know that those who don't agree that he is the best aren't all that bad. Instead, they are just "missing out" on the "good vibes" Thranko is sending out. No worries, more for those who love Thranko just as much as he loves himself.

Thranko's job in an adventuring party is to scout ahead and report back what he sees. He's fast on his feet. Not only is he as stealthy as any rogue, he is observant as the wisest cleric and has a knack for finding traps and secret doors as well.