

RANGER

BACKGROUND

The oldest among the kids, Hank acts as their leader throughout their adventures in the realm. Self-Disciplined and dependable, Hank Leads because the others respect his judgment, not because he's bossy or imperious. Hank's great fear is that he'll do something to lose his friends' respect and thus lose their friendship.

HANK, THE RANGER

Medium Humanoid (human)

Armor Class 16

Hit Points 53 (Hit Dice 7d10)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	8 (-1)

Proficiencies (+3 proficiency bonus)

Perception 16

Languages Common, Draconic, Elvish, Giant, Orc

Actions

Attack. You can attack twice when you take this action, using the following:

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing damage.

Energy Bow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. Hit: 2d6 + 4 piercing, magical damage.

Options

Favored Enemy. Orcs & Giants.

Natural Explorer. Forest.

Colossus Slayer. Extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Spellcasting.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)



HANK, THE RANGER

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor, shields

Weapons: simple Weapons, martial Weapons

Tools: Flute

Saving Throws: Str +4, Dex +7

Skills: Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +7, Survival +6

EQUIPMENT

You start with the following equipment:

- *Studded leather armor*
- *Energy Bow*
- *Silvered shortsword*
- *Explorer's kit*
- *Hunting trap*
- *Flute*
- *Potion of healing (2)*
- *150 gp*

RANGER FEATURES

FIGHTING STYLE: ARCHERY.

You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

PRIMEVAL AWARENESS.

You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

ENERGY BOW

Simply drawing your fingers in the air near this finely crafted bow causes it to be strung with an arrow of glimmering energy.

STATS

Price: 22,600gp

Body Slot: Held

Caster Level: 6th

Activation: Hank's energy bow acts as a +2 composite longbow that accommodates a user of any Strength.

Although unstrung, it fires arrows of pure magical force that deal 2d6 points of damage. As they are force effects, the arrows do not suffer a miss chance when used against incorporeal creatures.

The bow can be used to fire normal or magic arrows.

When drawn, the energy bow sheds light like a torch.

In addition, Hank can use the bow to make power shots. To do so, before making attack rolls, subtract -4 from your attack rolls and add +4 to the damage dealt by the bow with any attack that hits. The penalty on attack rolls and bonus on damage rolls last until Hank's next turn.

SPELLS

Level	Spell
1th	Goodberry
1th	Hunter's mark
1th	Longstrider
2nd	Lesser restoration
2nd	Pass without trace

CAVALIER

BACKGROUND

Sarcastic, pessimistic, and egotistical, Eric can get on the others nerves. Beneath his prickly exterior, however, Eric has a good heart and deeply cares for his friends, using the power of his shield to protect them time again. Ironically, Eric uses his biting wit as a shield to protect himself from his worst fear being ridiculed.

ERIC, THE CAVALIER

Medium Humanoid (human)

Armor Class 19

Hit Points 60 (Hit Dice 7d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	13 (+1)	11 (0)	14 (+2)

Proficiencies (+3 proficiency bonus)

Perception 13

Languages Common, Orc

Actions

Attack. You can attack twice when you take this action, using the following:

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage.

Pike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 1d10 + 5 piercing damage.

Griffon Shield. Melee Weapon two-handed Attack: +10 to hit, reach 5 ft., one target. Hit: 1d8 + 7 Bashing damage.

Bonus Actions

Second Wind. Regain 1d10 + 7 hit points.

Action Surge. Take one additional action on top of your regular action.

Reactions

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Options

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20. Remarkable Athlete. You can add half

Remarkable Athlete. Add half your proficiency bonus to any STR, DEX, CON check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.



ERIC, THE CAVALIER

HIT POINTS

Hit Dice: 1d10 per Fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: All shields.

Weapons: simple Weapons, martial Weapons

Tools: Gaming dice, vehicles (land)

Saving Throws: Str +8, Con +5

Skills: Athletics +8, History +4, Intimidation +5, Perception +3

EQUIPMENT

You start with the following equipment:

- *Longsword*
- *Pike*
- *splint mail*
- *Explorer's kit*
- *Griffon Shield*
- *Lute*
- *Potion of healing (2)*
- *33 gp*

FIGHTER FEATURES

FIGHTING STYLE: PROTECTION.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

GRIFFON SHIELD

This golden shield bears the emblem of a white griffon's head on a black circle. It hums with power in your hands.

STATS

Price: 20,370 gp

Body Slot: Held

Caster Level: 7th

Activation: Eric's Griffon Shield is a +2 Bashing heavy steel shield that must be wielded two-handed.

In addition as an immediate action (free action) Eric can use the Griffon Shield to create a 10ft diameter sphere of force.

Nothing can pass through the barrier, in or out, though the creatures inside the sphere can breathe. The sphere is immune to all damage, and creatures or objects inside the sphere can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

the effect must be centered on Eric, any none friendly creatures with in the area must make a DC 16 Dex save, or be pushed back to the nearest empty square.

The effect can be dismissed as a standart action, or after 5 rounds, Eric can use the Griffon Shield for 5 rounds each day. Rounds do not always have to be consecutive, but each activation cost as 1 round.

MAGICIAN

BACKGROUND

Presto always loved magic, but back on earth he could hardly do card tricks. When dungeon master dubbed him the magician and gave him the Hat of many spells Presto was both frightened and thrilled by the prospect of using real magic. Although Presto possesses amazing intelligence, he lacks self confidence and often hesitates or gets nervous in dangerous situations, making him appear less smart than he really is. Presto watches his friends do stunning physical feats on a regular basis, which makes him think to himself as weak and clumsy. He knows that magic is his best weapon, so it terrifies him to be without his glasses and thus unable to see what he's casting at.

PRESTO, THE MAGICIAN

Medium Humanoid (human)

Armor Class 13 or 16 (mage armor)

Hit Points 37 (Hit Dice 7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	18 (+4)	13 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Perception 14

Languages Common, Elvish, Draconic.

Actions

Attack. You can attack twice when you take this action, using the following:

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

Fire bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 2d10 fire damage.

Options

Sculpt Spells. **Spellcasting.** **Spell Save DC:** +15 **Spell Attack Modifier:** +7 **Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)



PRESTO, THE MAGICIAN

HIT POINTS

Hit Dice: 1d6 per Wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, longswords, shortswords, shortbows.

Tools: Playing cards.

Saving Throws: Int +7, Wis +4

Skills: Arcana +7, History +7, Investigation +7, Perception +4, Persuasion +2

EQUIPMENT

You start with the following equipment:

- *Spellbook*
- *Shortsword*
- *Scholar's pack*,
- *Three-Dragon Ante set*
- *100 gp worth of gold dust*,
- *pearl worth 100 gp*
- *Hat of many spells*
- *Potion of healing (2)*
- *Silk Rope*
- *100 gp*

WIZARD FEATURES

SPELLCASTING ABILITY.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

ARCANE TRADITION: SCHOOL OF EVOCATION

EVOCATION SAVANT.

The gold and time you must spend to copy an evocation spell into your spellbook is halved.

SCULPT SPELLS.

You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

POTENT CANTRIP.

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

SPELLS

Level	Spell
Cantrips	Acid splash
Cantrips	Fire bolt
Cantrips	Ray of frost
Cantrips	Shocking grasp
1st	Burning hands
1st	Identify
1st	Mage armor
1st	Magic missile
1st	Thunderwave
2nd	Flaming sphere
2nd	Misty step
2nd	Shatter
2nd	Web
3rd	Dispel magic
3rd	Fireball
3rd	Lightning bolt
4th	Wall of fire

HAT OF MANY SPELLS

This floppy, pointed green hat doesn't look like much, but when you open it, its interior glows with mystic power.

STATS

Price: 25,000 gp

Body Slot: Held

Caster Level: 7th

Aura: Moderate (DC20) enchantment.

Activation:

The Hat of Many Spells has 7 Charges. While holding it, you can use a bonus action to expend 1 of its Charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the table to discover what happens.

If the effect causes you to Cast a Spell from the Hat of Many Spells, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already.

If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the DM randomly determines which ones are affected.

The Hat of many Spells regains 1d6 + 1 expended Charges daily at dawn. If you expend the Hat of Many Spells last charge, roll a d20. On a 1, the Hat of many Spells can not regain Charges for that day.

The Hat of many spells holds all components needed for Presto to cast spells, all components last 1 Round after taking them out of the Hat of Many Spells before dissolving.

HAT OF MANY SPELLS

d100 Effect

- 01- You cast slow.
05
- 06- You cast Faerie Fire.
10
- 11- You are Stunned until the start of your next turn, believing something awesome just happened.
15
- 16- You cast Gust of Wind.
20
- 21- You cast Detect Thoughts on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.
25
- 26- You cast Stinking Cloud.
30
- 31- Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.
33
- 34- An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01-25, a Rhinoceros appears; on a 26-50, an Elephant appears; and on a 51-100, a rat appears. See the Monster Manual for the animal's Statistics.
36
- 37- You cast Lightning Bolt.
46
- 47- A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.
49
- 50- You enlarge the target as if you had cast enlarge/reduce. If the target can't be affected by that spell or if you didn't target a creature, you become the target.
53
- 54- You cast Darkness.
58
- 59- Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
62
- 63- An object of the DM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.
65
- 66- You shrink yourself as if you had cast enlarge/ reduce on yourself.
69
- 70- You cast Fireball.
79
- 80- You cast Invisibility on yourself.
84
- 85- Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
87
- 88- A stream of 1 d4 x 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
90
- 91- A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become Blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
95
- 96- The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.
97
- 98- If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly Petrified. On any other failed save, the target is Restrained and begins to turn to stone. While Restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming Petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the Greater Restoration spell or similar magic.
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ACROBAT

BACKGROUND

Diana was a Gold-Medal-Winning Gymnist and competitive horseback rider long before coming to the realm, and her time fighting the monsters and dodging the dangers of the Dungeons & Dragons world has honed her skills even further. Smart and outspoken, Diana's confidence and courage in the face of danger make her an excellent leader when Hank isn't around to do the job. Having been involved in sports almost since the time she could walk, Diana takes great pride in her physical skills and fears nothing more than losing her edge.



DIANA, THE ACROBAT

Medium Humanoid (human)

Armor Class 16 (Unarmored Defense)

Hit Points 52 (Hit Dice 7d8)

Speed 40 ft. (Unarmored Movement)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Proficiencies +3 proficiency bonus)

Perception 12

Languages Common, Draconic, Halfling

Ki Points 7

Actions

Attack. You can attack twice when you take this action, using the following:

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 bludgeoning damage.

Javelin Staff. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d8 + 6 bludgeoning damage.

Stillness of Mind. You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body. (Recharges after You Finish a Long Rest). You can use your action to regain 21 hit points.

Bonus Actions

Flurry of Blows. Monk Features

Martial Arts. 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.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action. If you do so, your jump distance is doubled for the turn.

Reactions

Deflect Missiles. Monk Features

Slow Fall. You can use your reaction to reduce falling damage you take by 35.

Options

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point. If you do so, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of your next turn.

DIANA, THE ACROBAT

HIT POINTS

Hit Dice: 1d8 per Monk level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per level after 1st

PROFICIENCIES

Weapons: simple weapons, shortwords; melee weapons of these types that lack the twohanded or heavy property are monk weapons for you.

Tools: herbalism kit

Saving Throws: Str +2, Dex +7; Evasion, advantage on saves against being frightened and poisoned.

Skills:Acrobatics +7, Athletics +2, Insight +5, Medicine +5

EQUIPMENT

You start with the following equipment:

- *Bag of holding*
- *darts (8 on person, 24 more in a case in the bag)*
- *Grappling Hook*
- *Explorer's kit*
- *Javelin Staff*
- *Drum*
- *prayer beads*
- *Potion of healing (2)*
- *Silk Rope*
- *10 gp*

MONK FEATURES

DEFLECT MISSILES.

When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + 11. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with what you caught, as part of the same reaction. You make this attack with proficiency, and the missile counts as a monk weapon for the attack.

FLURRY OF BLOWS.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action. Whenever you hit a creature with one of these attacks, you can impose one of the following three effects on that target:

- It must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- It must succeed on a DC 13 Strength saving throw, or you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

JAVELIN STAFF

This long green staff seems to be made of solidified light. it feels light in the hands but has tremendous heft when swung.

STATS

Price: 25,000 gp

Body Slot: Held

Caster Level: 7th

Activation: Diana's javelin staff acts as a +2 ki strike quarterstaff, or a +2 ki strike javelin, when thrown, allowing Diana to use her Stunning fist feat with javelin staff in melee or range. The Staff can extend up to 20ft in length or diminish to a mere inch, but in a longer or shorter form it is not useful as a weapon. Extending or retracting the weapon is a standard action. Diana can also use the Javelin Staff to help her jump, Granting her a +5 bonus on acrobatics checks.

In addition, Diana can attempt to knock down foes with her Javelin Staff in melee, as a free action, DC 12 Dex save, if successful she can make a free attack against the prone enemy.

THIEF

BACKGROUND

Sensitive and caring, Sheila would never have chosen the role of Thief for herself, and that's exactly why Dungeon Master gave it to her. He knew she would be able to responsibly use the power of the Cloak of invisibility, as Bobby's older sister, Sheila feels that she has to take care of him in the Realm and provides him with a good role model. Sheila cares for her friends deeply and fears losing them, but more than that, she has a phobia of being left alone. To prevent this, Sheila maintains an open and friendly, to prevent this Sheila maintains an open and friendly attitude, hoping to win over people so they will like being with her. This can make her seem gullible, and it sometimes gets Sheila in trouble.



SHEILA, THE THIEF

Medium Humanoid (human)

Armor Class 16 (studded leather)

Hit Points 52 (Hit Dice 7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	9 (-1)
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Proficiencies +3 proficiency bonus)

Perception 17

Languages Common, Elf, thieves' cant

Actions

Attack. You can attack twice when you take this action, using the following:

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 4 piercing damage.

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

Bonus Actions

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack. You can instead throw the dagger instead of making a melee attack with it.

Reactions

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

Options

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Sneak Attack. Once per turn, you can deal an extra 4d6 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.

SHEILA, THE THIEF

HIT POINTS

Hit Dice: 1d8 per Rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: thieves' tools +6

Saving Throws: Dex +7, Int +5

Skills: Acrobatics +7, Deception +2, Investigation +8, Perception +7, Sleight of Hand +7, Stealth +10

EQUIPMENT

You start with the following equipment:

- *Studded leather armor*
- *Short Bow*
- *Daggers (2)*
- *Thieves' tools*
- *Caltrops*
- *Dice set*
- *Cloak of Invisibility*
- *potion of healing (2)*
- *150 gp*

ROGUE FEATURES

FAST HANDS.

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

SECOND-STORY WORK.

Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

ENERGY BOW

This purple cloak seems to sheer at times and opaque at others, it is so soft to the touch and light as a feather.

STATS

Price: 26,000 gp

Body Slot: Shoulders

Caster Level: 7th

Aura: Moderate (DC18) illusion

Activation: Sheila's Cloak of Invisibility can render her invisible (as per the invisibility spell) five times per day. In addition, twice per day, Sheila can activate the Cloak to cast greater invisibility that last 1d4 rounds. Activating the Cloak of Invisibility is a standard action that does not provoke attacks of opportunity. Sheila must have a free hand to pull her Cloak of Invisibility over her head, if Sheila is damaged while invisible, the Cloak of Invisibility's magic fails, and Sheila is rendered visible, and the Cloak of Invisibility can not be used again for 2d4 rounds.

BARBARIAN

BACKGROUND

Bobby is the youngest of the group and the most impetuous, swift to anger and always ready for a fight, Bobby is the perfect barbarian despite his small size. Although strong for his age, Bobby fears both appearing and being weak.

BOBBY, THE BARBARIAN

Medium Humanoid (human)

Armor Class 15 (Unarmored Defense)

Hit Points 75 (Hit Dice 7d12)

Speed 40 ft. (Fast Movement)

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	11 (+0)
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Initiative Advantage (Feral Instinct)

Proficiencies (+3 proficiency bonus)

Perception 14

Languages Common, Dwarvish, Giant

Actions

Rage. You can attack up to twice when you take this action, using the following attacks (see Rage and Reckless Attack):

Thunder Club Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 2d6 + 7 Bashing damage.

Bonus Actions

Rage Barbarian Feature.

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

Options

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Stone of Good Luck. While this bloodstone disk is on your person, you gain a +1 bonus to ability checks and saving throws (not included on your sheet). You consider it to be a token of the god of war.



BOBBY, THE BARBARIAN

HIT POINTS

Hit Dice: 1d12 per Barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Drum

Saving Throws: Str +6, Con +6; see the Danger Sense barbarian feature

Skills: Athletics +6, Intimidation +3, Perception +4, Survival +4

EQUIPMENT

You start with the following equipment:

- *Thunder Club*
- *Stone of Good Luck*
- *Daggers (2)*
- *Backpack*
- *Bearskin Cloak*
- *Small Drums*
- *potion of healing (2)*
- *10 gp*

BARBARIAN FEATURES

DANGER SENSE.

You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

FAST MOVEMENT.

Your speed increases by 10 feet while you aren't wearing heavy armor.

RAGE (RECHARGES AFTER YOU FINISH A LONG REST).

Four times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- 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.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't be frightened or charmed. If you are already frightened or charmed, you ignore those conditions while you rage.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.
- You can't cast or concentrate on spells. 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 as a bonus action.

UNARMORED DEFENSE.

While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

THUNDER CLUB

This thick wooden club seems like little more than a log until you pick it up. When it's in your hands, you feel as strong as a bull.

STATS

Price: 31,305 gp

Body Slot: Held

Caster Level: 7th

Activation: Bobby's Thunder Club is a +2 Greatclub that grants its wielder +4 Str when attacking (already factored into Bobby's).

In addition, Bobby can strike the ground as an attack the ground and cause a tremor in a 30ft line. Creatures must make a DC 20 Dex save or fall prone, Bobby can use this attack 3 times per day.

UNI, THE UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (0)	17 (+3)	16 (+3)

Proficiency Bonus +3

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft

Passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components: At will: detect evil and good, druidcraft, pass without trace 1/day each: calm emotions, dispel evil and good, entangle.

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch. The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport. The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Shimmering Shield. The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

