

PC: Penelope Pious

Priest of Mitch. More robe than anything. Drops to her knees, closes her eyes, and prays to Mitch when bad things happen.

Penelope knows a great evil stirs in the fortalice and that it's harming Backend's connection with Mitch. This is what drives her.


As a PC, Penelope begins with 15 gp.

Penelope Pious
Female human

Armour Class 10
Hit Points 8
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Religion +3
Senses passive Perception 11
Languages Common



Actions
Unarmed Strike. *Unarmed Strike:* +1 to hit, reach 5ft., one target. *Hit:* 1 bludgeoning damage.

Healing word. Penelope can cast *healing word* at a 1st level spell slot twice per day. Her spellcasting ability is Wisdom.


PC: Henry Miller

Gristmill operator. Head like an egg. One crushed pinky finger on each hand. Can no longer speak properly because he's incredibly deaf. Everyone just smiles and nods.

The last party of murderhobos that came to Backend busted up Henry's gristmill. He won't let it happen again.

As a PC, Henry begins with 5 gp.

Henry Miller
Male human



Armour Class 10
Hit Points 10
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common

Deaf. Henry makes Wisdom (Perception) checks that rely on hearing with disadvantage.

Actions
Unarmed Strike. *Unarmed Strike:* +3 to hit, reach 5ft., one target. *Hit:* 2 bludgeoning damage.

PC: Jane Razor

Barber. Black hair pointing every which way but down. Bloody handprints on the front of her light-brown smock. Eyes like rubies. Laughs *solely* at inappropriate moments.

Mother of Charlie Razor.

The last murderhobo party that came to Backend killed Jane's husband. She won't let the same thing happen to her son.

As a PC, Jane begins with 20 gp.

Jane Razor

Female human

Armour Class 11

Hit Points 8

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Medicine +3

Senses passive Perception 10

Languages Common

Initiative +1

Surgeon. While in her barber/home, Jane makes all Wisdom (Medicine) checks with advantage.

Actions

Razor. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* (1d4) slashing damage.

PC: Bob Sow

Farmer and general labourer. Plagued with arthritis but hardly complains. Knows a little about everything. A simple, honest man who remembers the old days, back when Backend was a respectable place. He still cares for it, some.

Wed to Lois Sow.

Years ago, a group of murderhobos killed Bob and Lois's son. Bob is on his last legs, and he wants to go down fighting, for Backend's sake.

As a PC, Bob begins with 15 gp.

Bob Sow

Male human

Armour Class 9

Hit Points 8

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Animal Handling +3, History +1, Nature + 1

Senses passive Perception 10

Languages Common

Initiative -1

Respected. Bob makes all Charisma checks with advantage.



Actions

Pitchfork. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* (1d4) piercing damage.