

# The Darkest Dream

## Pre-Generated Player-Characters



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5e  
COMPATIBLE

# Pre-Gen Player Characters

The following handouts provide backgrounds for a selection of Pre-Generated Hanataz youth that are the heroes of this adventure. In addition, each character background is coupled with some character-specific story foundations for you to build on to enhance the character experience (and/or expand the game). You can, of course, change the story-threads or simply not use them if that is your preference. These backgrounds and short stats are designed to be given directly to your players. Also included in this handouts package is a handout called “Being Hanataz” that you can copy and give to your players if they would prefer to not have you read history and player information to them.

The Pre-Gens are all Frenta (essentially “teen-agers” relatively speaking) from the Blue Veil troupe. Feel free to adjust their names, sex, races, characteristics, and backgrounds as you like to make them work for your game (and be enjoyable to play for your players). Note also that all of the Pre-Gens are “heroically statted” with more hit points than standard first level characters. This is intentional since with our Managed Leveling in place, they’ll need to be a bit tougher at level one to survive this suitably challenging campaign.

You can also have your players roll up other Hanataz characters that you can work into the story. In this case... you might want to add some of the background adventure threads (or create others), so your players can experience some of the secrets that are noted. And they will likely need “Heroic Stats” and high hit points so that the adventure is not too powerful for them.

None of these Pre-Gens are noted in the Adventure Book as NPCs. Once your players have selected their characters, you might wish to salt a few of those that were not selected into the adventure – especially those that are mentioned in any Player-Character backstories. You should also have your players who are not playing Agents of Jinxx choose one starting feat. Agents are designed to function using a modified version of the Magic Initiate feat. You can learn more about our Agent of Jinxx and Spelldancer classes with our downloadable class information online at [GooeyCube.com](http://GooeyCube.com). You may also notice that none of these characters necessarily have major character flaws or alignments (although we highly recommend sticking to the “good” side of the spectrum if you can). This was done on purpose for two reasons. Firstly, they all have one common flaw that will put them at a disadvantage while they’re out in the world: they’re Hanataz and many have Blood-Touches that will make interacting with common folk more challenging. Second, this is something we believe should be flexible according to how your players want to play, so we want you and your players to apply their own flaws, or not, based on the game you’re expecting to play.

**Note:** Each Pre-Generated Character provided is in a “short-form” character sheet. If your player digs their character, ask them if they would give us a little support and purchase the full character folio. The character package comes in the cool, Gooey Cube style complete with a large-size color character portrait – available in the shop at [GooeyCube.com](http://GooeyCube.com).

## The “Goo Crew”

**Directed by** Alphinus Goo

**Written by** Alphinus Goo, AJ Martin, and Jeremy Harding

**Design & Art Direction by** Jordan Nicholson and Alphinus Goo

**Edited by** Jeremy Harding, Mackenzie Spillane, Mandi McNabb, Mike Shugart, and Cody Martin

**Production Management by** Alex Bucher

## Our Incredible Artists

**Cover Art** “The Darkest Dream” by Le Vuong

**Interior Art & Handouts** by Vera Zowadova, Pratik Jaiswal, Smashcase, Fábio Perez, Ferdinand Ladera, Suresh Pydikondala, Teejay Villahermosa, Tadas Sidlauskas, Malthus Wolf, Kishore Ghosh, Igor Kirdeika, and Taylor Christensen

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# Hanataz Player Characters

1. *Theros Vegla, Male Half-Orc/Ogre-Touched Barbarian*
2. *Calopia Sen, Female Half-Elf Barbarian*
3. *Cassarine Vegla, Female Half-Orc/Ogre-Touched Fighter*
4. *Grennand Savre, Male Tiefling/Fey-Touched Fighter*
5. *Ventov Drungan, Male Dwarf Fighter*
6. *Hurannan Banai, Male Human/Fire-Touched Fighter*
7. *Karlus Fole, Male Myruun/Abyssal-Touched Paladin*
8. *Glynn Wyther, Male Half-Elf Ranger*
9. *Nephtalia Masempo, Female Half-Sarth Ranger*
10. *Dermoth Quee, Male Human/Abyssal-Touched Rogue*
11. *Corrinee Ay'Yava, Female Elf/Fey-Touched Rogue*
12. *Fleegan Fundleflim, Male Gnome Rogue*
13. *Fixxe, Male ¼ Orc, ¼ Elf, ½ Human Sorcerer*
14. *Ignish Firehand, Male Halfling/Abyssal-Touched Wizard*
15. *Brandelee Steele, Female Human/Dragon-Touched Wizard*
16. *Kenna Naerna, Female Human/Fey-Touched Speldancer*
17. *Sayaer' Kress, Male Half-Drow Agent of Jinxx*
18. *Drezen DeVenn, Male Elf/Dark Fey-Touched Agent of Jinxx*
19. *Shayaleen Felasse, Female Half-Elf Agent of Jinxx*
20. *Quember Rand, Male Human/Earth-Touched Cleric*
21. *Cydir of the Blind Wind, Male Human/Air-Touched Monk*
22. *Rezzor Haze, Male Half-Sarth/Troll-Touched Monk*
23. *Crendon Sharn, Male Half-Elf Bard*
24. *Vaness' Alana's, Female Elf Druid*

# Theros Vegla

Medium Humanoid, Male Half-Orc/Ogre-Touched Barbarian



Theros Vegla is 19 years old and is the son of Borag and Calnassé Vegla – the Bravda and Vrenda of the troupe. As such, he is gifted with the blood of both the Ogre and the Orc, along with the gifts he received from his (mostly) Human heritage (Borag is about 80% Human and 20% Ogre, and Calnassé is a true Half-Orc). Theros is also gifted with the temper that often accompanies such family history. He is a huge and strapping young man with strong facial features, golden-brown eyes, a wry smile, and greenish-tinted skin. He bears the fangs common to the Half-Orcs but they are not overly large. He has a deep voice and an intense manner that is belied by his somewhat quiet demeanor. At about six-foot, six-inches tall and weighing around 300 pounds (all muscle), he is one of the largest of the troupe. He trains regularly with his father and mother and is skilled with the greataxe (his preferred weapon), and greatsword. He is also quite capable with throw axes as Kray the Blade has been instructing him in this talent.

Like his sister and younger brother, Theros has been raised in the Hanataz troupe since he was a baby. His loyalty to his parents and to the rest of his kin are unquestioned. He will also likely assume the title of "Strong-Man" when Borag retires from that position. Because his father and mother are the troupe leaders, he very well

could also become the Bravda in the future. But... the Bravda of the troupe is chosen by the Seeress and the Bonduran Council, so he is not assured of achieving that position simply by right of birth. He does aspire to the position of Bravda and may, at times, be a bit overt with potential rivals.

Theros has a great relationship with his sister, Cassarine, and they often train together. While he is somewhat jealous of her natural leadership ability, he has never let it affect his love for her. Their little brother, Jannig, is a bit "hero-worshiping" of his older brother and sister, which can be a bit annoying at times... but Theros loves him dearly.

**Secret:** Theros has no idea of how the blood of the Ogre came into his family history as Borag never speaks of it. His father has told him that one day he will tell him of the Drang do'Noga... a place Theros will need to visit before his 21st birthday... but the young Half-Orc has no further information about what this is (or where it might be). He has asked others in the camp but none seem to have a clue as to what Borag is speaking of.

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### Character Name

**Theros Uegla**

**Class & Level**  
Barbarian      Level 1

**Race**  
Ogre-Touched Half-Orc

**Alignment**

**Languages / Background**  
Common, Orcish

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		11
+4	◆ +6 Saving Throws ○ +4 Athletics	
19		
	Strength	
+2	◆ +2 Saving Throws ○ +2 Acrobatics ○ +2 Sleight of Hand ○ +2 Stealth	
15		
	Dexterity	
+3	◆ +3 Saving Throws	
17		
	Constitution	
+1	◆ +1 Saving Throws ○ +1 Arcana ○ +1 History ○ +1 Investigation ○ +1 Nature ○ +1 Religion	
13		
	Intelligence	
+1	◆ +1 Saving Throws ○ +1 Animal Handling ○ +1 Insight ○ +1 Medicine ○ +1 Perception ○ +1 Survival	
12		
	Wisdom	
+1	◆ +1 Saving Throws ○ +1 Deception ● +3 Intimidation ○ +1 Performance ○ +1 Persuasion	
12		
	Charisma	

Armor Class	Initiative	Speed
15	+2	30 ft.
MAX Hit Points	Current Hit Points	
21		
Temporary Hit Points		
Hit Dice	Death Saves	
1d12	Total _____	
	Successes ○ ○ ○	
	Failures ○ ○ ○	
Spellcasting Ability	Spell Save DC	Spell Attack Bonus

### Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Additional Proficiencies:** Choose two from Animal Handling, Athletics, Nature, Perception, and Survival.

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Greataxe	+6	1d12+4
Dagger	+6	1d4+4
Javelin	+6	1d6+4

### Features & Traits

**Menacing:** You gain proficiency in the Charisma (Intimidation) skill.

**Relentless Endurance:** When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

**Powerful build:** You count as one size larger when determining your carrying weight and the weight of what you can push, drag, or lift.

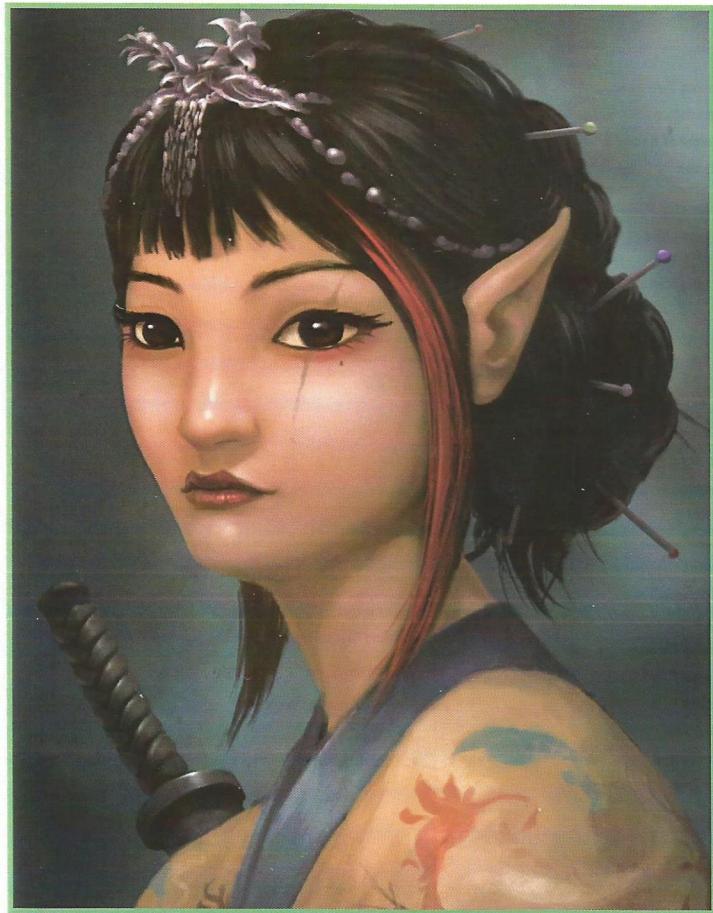
### Equipment & Character Notes

**Weapons:** Greataxe, two daggers, four javelins (30/120 range)

**Equipment:** Explorer's pack

# Calopia Sen

Medium Humanoid, Female Half-Elf Barbarian



Calopia Sen is a Half-Elven woman who hails from Estrenia. As such, she carries some of the characteristics of the Eastern people. She has tan skin and beautiful, black, shiny hair that she wears in a variety of styles. It has a dark red streak that runs down the left side of her head. She has deep brown, almond-shaped eyes, prominent eyebrows, pointed ears, a small nose, and a soft, kindly face with delicate features. Her only blemish is an old scar that cuts across her brow and eye on the left side of her face – starting at her forehead and running down to her left cheekbone.

In combat, her opponents almost never see her features as she always dons a savage, red and black Oni mask with a leering face before battle. When forced into a fight, she has been known to enter a trance-like state. Her movements become unnervingly fast and razor focused. When in this state, she seems to lose sense of herself and any sympathy or empathy, instead becoming as cold-blooded and savage as the creature whose face she wears. It can take several minutes following a fight for her to come back to her cheerful and mischievous self.

Calopia is five-foot, three-inches tall and weighs no more than 115 pounds. Her thin, athletic body is well-muscled... and she is agile

like a panther... and just as deadly. She is incredibly strong and in excellent physical condition. She works out as often as she can and is constantly pushing herself to be stronger and better than the day before. She dresses in dark clothing with accents of red. Training with her grandfather has granted her skill with nearly every weapon imaginable; although, she favors the Naginata – a single-bladed spear that is Estrenian in design. She learned the use of this weapon, along with the Wakizashi, from her grandfather.

Calopia was born in the mysterious, Estrenian sovereignty known as the So'u Wiwuan Empire (the Formidable Hand) which may be found on the western coast of the continent. This ancient empire is quite possibly the most powerful state in Estrenia – and perhaps in all of Zyathé.

Calopia has a thoughtful and confident air about her, and her leadership style is one of intensity and example. While she is both fearless and loyal, she is also a bit of a trickster and a joker - which can both annoy and endear her to others. She came to the troupe as a very young girl with her grandfather after a long ocean voyage. This voyage took them across the Aqueran Ocean and past the Southern Horn of Eastern Verdestia to finally arrive in the Sovereignty of Andvalla before making their way to the Republic of Zyranthea.

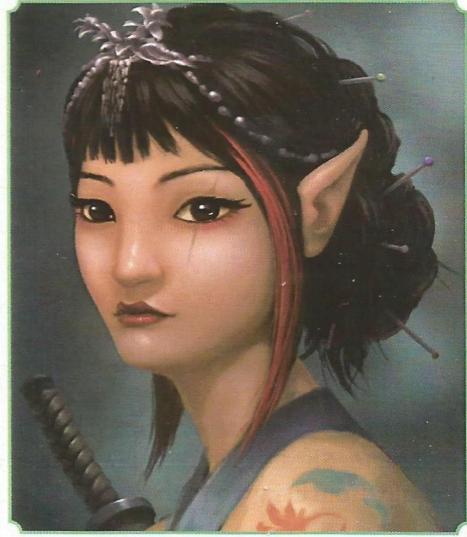
**Secret:** She and her grandfather had fled the Eastern lands for a reason that she does not fully know. Her understanding is that her family had somehow run afoul of the Silver Lotus – a criminal organization of much power – in the great city of Daá Zhong.

Calopia's grandfather, Nungen Sen, passed away some years back after the pair had joined the troupe. She remembers him, however, as a wise and kind man with an inner strength and wisdom that endeared him to the rest of the Blue Veil. Her grandfather taught her many things... but of all the things he told her, one stands out in her mind above them all: that she should never return to her homeland and that someday, people could come seeking her. If that happened, she was to run... no matter how kind and nonthreatening they appeared. And especially if they were Estrenians. He also told her that she should, under no circumstances, ever speak of the Silver Lotus or her connection to the So'u Wiwuan Empire.



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**Character Name**  
**Calopia Sen**

**Class & Level**  
Barbarian      Level 1

**Race**  
Half-Elf

**Alignment**

**Languages / Background**  
Common, Elvish

Proficiency Bonus +2	Inspiration	Passive Wisdom (Perception) 11
+3 17 Strength	◆ +5 Saving Throws ● +5 Athletics	
+4 18 Dexterity	◆ +4 Saving Throws ● +6 Acrobatics ○ +4 Sleight of Hand ○ +4 Stealth	
+2 14 Constitution	◆ +4 Saving Throws	
+1 13 Intelligence	◆ +1 Saving Throws ○ +1 Arcana ○ +1 History ○ +1 Investigation ○ +1 Nature ○ +1 Religion	
+1 13 Wisdom	◆ +1 Saving Throws ○ +1 Animal Handling ○ +1 Insight ○ +1 Medicine ○ +1 Perception ○ +1 Survival	
+2 15 Charisma	◆ +2 Saving Throws ○ +2 Deception ○ +2 Intimidation ○ +2 Performance ○ +2 Persuasion	

Attacks & Spellcasting		
Name	ATK Bonus	Damage/Type
Naginata (Glaive)	+5	1d10+3
Wakizashi (Shortsword)	+6	1d6+4
Shortbow	+6	1d6+4

#### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Fleet of Foot:** Your base walking speed is increased to 35 ft.

**Heightened Reflexes:** You have proficiency in the STR (Athletics) and DEX (Acrobatics) skills.

Armor Class 16	Initiative +4	Speed 35 ft.
MAX Hit Points 20	Current Hit Points	
Temporary Hit Points		
Hit Dice 1d12	Death Saves Total _____ Successes ○ ○ ○ Failures ○ ○ ○	
Spellcasting Ability	Spell Save DC	Spell Attack Bonus

#### Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Additional Proficiencies:** Choose two from Animal Handling, Intimidation, Nature, Perception, and Survival.

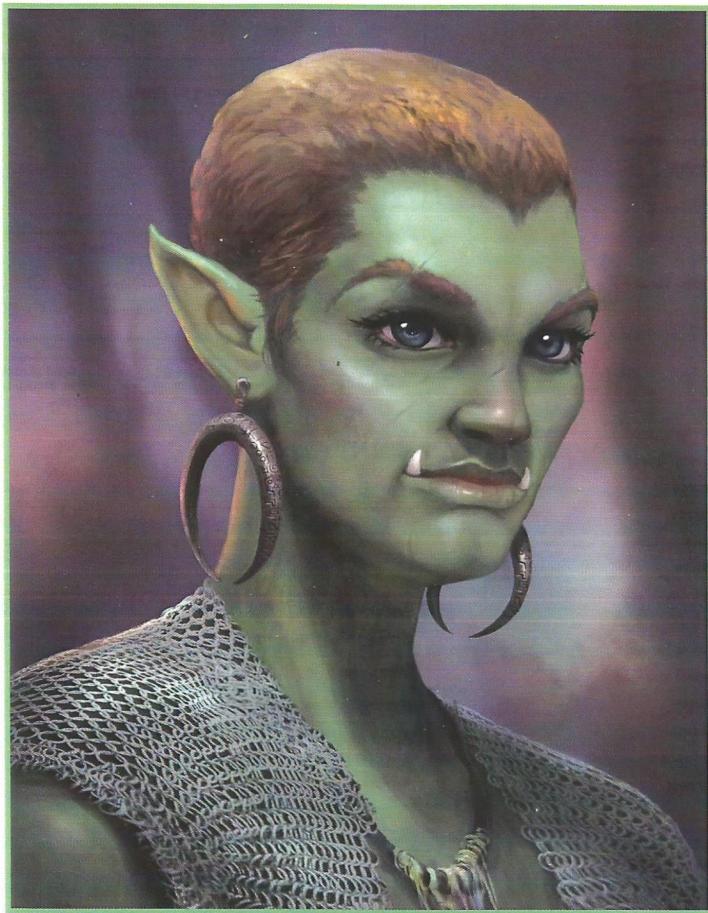
#### Equipment & Character Notes

**Weapons:** Naginata (glaive, Reach 10), Wakizashi (shortsword), shortbow (80/320 range) with 20 arrows

**Equipment:** Explorer's pack

# Cassarine Vegla

Medium Humanoid, Female Half-Orc/Ogre-Touched Fighter



Cassarine Vegla is 17 years old and is the only daughter of Borag and Calnassé Vegla, the Bravda and Vrenda of the Blue Veil troupe. Because of this, she is gifted with the blood of both the Ogre and the Orc – along with the gifts from her (mostly) Human heritage (Borag is about 80% Human and Calnassé is a true Half-Orc). Unlike her brother, Theros, however... the temper that often accompanies such family history is not in Cassarine. She is a stout warrior... but her style is more calculating and canny... relying as much on quickness and athleticism as it does on strength.

Cassarine has surprisingly fair facial features given her heritage. She has deep blue eyes, short fawn-colored hair, an engaging smile (albeit with tiny fangs that protrude from her lower lip), and slightly greenish-tinted skin. Unlike her brother, she is more outgoing and is a natural leader. Cassarine is about six-foot, two-inches tall and weighs around 170 pounds. She is lean and lithe... with cat-like grace and is very strong. She trains regularly with her father, mother, and Kray the Blade. She is skilled with the longsword, shortsword, warhammer, and shortbow.

Like her brothers, Theros and Jannig, Cassarine has been raised in the Hanataz troupe since she was a baby. She is very loyal to her

parents and is very popular in the troupe because of her outgoing demeanor. She will undoubtedly take her mother's place as the "Strong-Woman" of the troupe when Calnassé decides to retire. Since the Vrenda of the troupe is chosen by the Seeress and the Bonduran Council, she is not assured of achieving that position simply because she is the daughter of Calnassé. In truth, she does aspire to the position of Vrenda (and many in the troupe believe she is perfect for the job).

Cassarine has a great relationship with her older brother, Theros, and the two often train together. She also trains with Grenand, Dermoth, and Glynn Wyther. All three of these are completely impressed with her skills and tell her so often. Cassarine's little brother, Jannig, is a bit "hero-worshiping" of both her and Theros... and, as such, can be a bit annoying... but Cassarine loves him dearly.

**Secret:** About six months ago, the troupe was outside of Nichol's Run. After a particularly successful night of performances and entertaining the people of the town, Cassarine was cleaning up and found a very small metal box with a clasped lid. Opening it, she found a flat, square token made of electrum... about the size of a Silv (a silver coin). On the front of the token is an engraved face of a wolf with crossed swords behind its head. On the back are the engraved words "The time comes" with the words "Oovee Destris Flendix Vlayda" on each edge. Also in the box was a hand-written note that said: "Place the coin in the slot at the door with the silver wolf's head and speak the words of opening." She has no idea what this is or what it means.

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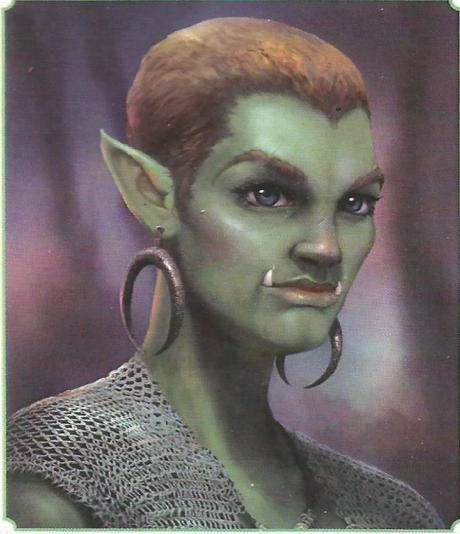
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### Character Name

**Cassarine Vegla**

**Class & Level**  
Fighter      Level 1

**Race**  
Ogre-Touched Half-Orc

**Alignment**

**Languages / Background**  
Common, Orcish

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		12
+4	◆ +6 Saving Throws ● +6 Athletics	
18		
Strength		
+3	◆ +3 Saving Throws ● +5 Acrobatics ○ +3 Sleight of Hand ○ +3 Stealth	
17		
Dexterity		
+3	◆ +5 Saving Throws	
16		
Constitution		
+1	◆ +1 Saving Throws ○ +1 Arcana ○ +1 History ○ +1 Investigation ○ +1 Nature ○ +1 Religion	
12		
Intelligence		
+2	◆ +2 Saving Throws ○ +2 Animal Handling ○ +2 Insight ○ +2 Medicine ○ +2 Perception ○ +2 Survival	
14		
Wisdom		
+1	◆ +1 Saving Throws ○ +1 Deception ● +3 Intimidation ○ +1 Performance ○ +1 Persuasion	
13		
Charisma		

Armor Class	Initiative	Speed
15	+3	30 ft.
MAX Hit Points	Current Hit Points	
	18	
Temporary Hit Points		

Hit Dice	Death Saves
1d10	
Total _____	
Spellcasting Ability	Successes ○ ○ ○
INT	Failures ○ ○ ○
Spell Save DC	
11	
Spell Attack Bonus	
+3	

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Additional Proficiencies:** Choose two skills from Animal Handling, History, Insight, Perception, and Survival.

Name	ATK Bonus	Damage/Type
Warhammer	+6	1d8+4
Dagger	+6	1d4+4
Shortbow	+5	1d6+3

### Features & Traits

**Menacing:** You gain proficiency in the CHA (Intimidation) skill.

**Natural Athleticism:** You have proficiency in STR (Athletics) and DEX (Acrobatics) skills.

**Savage Attacks:** When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

### Equipment & Character Notes

**Weapons:** Warhammer (Versatile 1d10), dagger, shortbow (80/320 range) with 20 arrows

**Equipment:** Dungeoneer's pack, chain shirt

# Grenand Savre

Medium Humanoid, Male Tiefling/Fey-Touched Fighter



Grenand Savre is Elnass' son and, as a result, has received the Fey Blood-Touch. But he also has the Blood-Touch of the Abyssal (more than one Blood-Touch is extremely rare). He is just under six-feet tall and weighs 185 pounds with broad shoulders atop a lean frame that belies his strength.

Grenand has a deep-sanguine complexion, black hair, and bright red eyes. His features are strong, yet kind, and he has a small scar that runs down the side of his right cheek. Although his size does not fit the "typical" warrior look... his skill and power has taken many by surprise. Grenand trains with Calnassé and Kray the Blade. He is skilled in both the longsword and shortsword, and indeed, uses both when in melee combat. He also is very capable with a bow.

Grenand also spars with both Cydir and Rezzor to improve his hand-to-hand fighting skills. He is getting better; though he still has a long way to go to match the two young Masters of the Blind Wind. Lastly... Grenand has been working with the Great Clasby to improve his skill at gambling – in particular at card games. He has gained some skill and hopes to one day bring coin to the troupe with his prowess.

**Secret:** Grenand does not know who his father is and Elnass has refused to even speak of who he may be. Interestingly, though, Grenand appears more Elven than his mother – leading him to question whether the Blood-Touch of the Abyssal was inherited from his mother or his father. Elnass has said that the man hailed from Darkenhaven and is "someone of importance," but who or what he may be is a mystery to Grenand. He does have one clue, however... on his right shoulder is an interesting mark. It is shaped like an "S" and almost looks like a snake with two heads.

Mother Salvensa has said that the mark is a "Toruna'ad" or birth-rune in the common tongue. A birth-rune is a magical mark that may have a number of meanings: It may identify the person as a member of a certain family or tribe; it may indicate a magical affinity or aptitude; it may provide an important clue as to a special deed or quest the bearer is to fulfill; or it may actually hold magic into itself and reveal what its capabilities are over time.

To this point in time... Grenand has no idea what it means.

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**Character Name**  
**Grenand Sauve**

**Class & Level**  
Fighter      Level 1

**Race**  
Fey-Touched Tiefling

**Alignment**

**Languages / Background**  
Common, Abyssal

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		11
	<input checked="" type="checkbox"/> +5 Saving Throws <input type="checkbox"/> +3 Athletics	
+3	17	Strength
	<input checked="" type="checkbox"/> +4 Saving Throws <input type="checkbox"/> +4 Acrobatics <input type="checkbox"/> +4 Sleight of Hand <input type="checkbox"/> +4 Stealth	Dexterity
+1		<input checked="" type="checkbox"/> +3 Saving Throws
	12	Constitution
+1		<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Arcana <input type="checkbox"/> +1 History <input type="checkbox"/> +1 Investigation <input type="checkbox"/> +1 Nature <input type="checkbox"/> +1 Religion
+1		<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Animal Handling <input type="checkbox"/> +1 Insight <input type="checkbox"/> +1 Medicine <input type="checkbox"/> +1 Perception <input type="checkbox"/> +1 Survival
+2		<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Deception <input type="checkbox"/> +2 Intimidation <input type="checkbox"/> +2 Performance <input type="checkbox"/> +2 Persuasion
	15	Charisma

Armor Class	Initiative	Speed
15	+4	30 ft.
MAX Hit Points	Current Hit Points	
16		
Temporary Hit Points		
Hit Dice	Death Saves	
1d10	Successes	
Total _____	Failures	
Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	12	+4

**Proficiencies**

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Additional Proficiencies:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

<b>Attacks &amp; Spellcasting</b>		
Name	ATK Bonus	Damage/Type
Shortsword	+6	1d6+4
Dagger	+6	1d4+4
Shortbow	+6	1d6+4

**Features & Traits**

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Infernal Legacy:** You know the Thaumaturgy cantrip. Upon reaching 3rd level, you can cast Hellish Rebuke 2nd-level once per long rest. At 5th level, you can cast Darkness once per long rest. CHA is your spellcasting ability.

<b>Equipment &amp; Character Notes</b>		
<b>Weapons:</b> Shortsword, dagger, shortbow (80/320 range) with 20 arrows		
<b>Equipment:</b> Explorer's pack, leather armor		

# Ventov Drungan

Medium Humanoid, Male Dwarf Fighter



Ventov Drungan is the only son of Stoof and Leena – who are of Mountain Dwarf stock. Stoof and Leena are afflicted with Twisted-Bones disease which has made their bodies somewhat stooped and crooked. Thus far, Ventov has shown no evidence that he is afflicted with the condition.

Ventov is four-foot, seven-inches tall and weighs about 185 pounds. He is stout, thick, and very strong. He has long, red hair that he often wears in a ponytail and a dense, bushy beard of the same color. He has strong facial features replete with a somewhat large nose and a high cheekbones. His eyes are crystal-green and dance when he laughs with his deep guffaws. He has a confident manner and he is often seen with a smile on his face. Ventov moves very quickly for a Dwarf and is an excellent warrior with impressive skills wielding battleaxes, warhammers, shields, and shortbows.

Ventov has a friendly demeanor that has endeared him to many in the troupe. His best friend in the camp is Theros. The two get on very well and often spar and train together. He is also very fraternal with Jovessa and Vezzy whom he thinks of as his “baby sisters.” He is very protective of them (and all the Yunstas for that matter) and is keenly alert when the camp is full of strangers during Carnivalle.

Unbeknownst to many, of late, Ventov has been thinking of leaving the troupe. He and his parents are the only Dwarven-folk and he longs to learn more of his heritage and people. He would also like to find a wife. Because he does not (as of yet, at least), show any symptoms of the Twisted-Bones disease, he would likely be welcome at one of the Dwarven holds in Western Verdestia.

**Secret:** This wanderlust was likely spawned when he met a group of Dwarves last season outside the town of Shivver. The group was a band of adventurers known as Crozz's Hammers – and was led by a charismatic Dwarf known as Stobin Crozz. The leader of the band took a liking to Ventov and gave him a magical battleaxe. The Dwarf adventurer also told Ventov to seek out the Hammers in Hardcastle if he wished to embark on an adventuring career himself.

In just the last week or so, when Ventov was cleaning the axe he received from Stobin, he discovered a secret compartment in the handle. He was able to open it and, inside, found an old map. There is writing on the map, but it is in a language that Ventov cannot read. He is considering bringing the map to one of the magic-users in the troupe to find out what the words say... but as of yet he has told no one of his find.

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### Character Name

**Ventov Drungan**

**Class & Level**  
Fighter      Level 1

**Race**  
Dwarf

**Alignment**

**Languages / Background**  
Common, Dwarvish

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Battleaxe +1	+6	1d8+4
Dagger	+4	1d4+2

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	11
		<input checked="" type="checkbox"/> +5 Saving Throws <input type="checkbox"/> +3 Athletics		
	+3	17	Strength	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Acrobatics <input type="checkbox"/> +2 Sleight of Hand <input type="checkbox"/> +2 Stealth	
	+2	14	Dexterity	
			<input checked="" type="checkbox"/> +6 Saving Throws	
	+4	18	Constitution	
			<input checked="" type="checkbox"/> +0 Saving Throws <input type="checkbox"/> +0 Arcana <input type="checkbox"/> +0 History <input type="checkbox"/> +0 Investigation <input type="checkbox"/> +0 Nature <input type="checkbox"/> +0 Religion	
	+0	11	Intelligence	
			<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Animal Handling <input type="checkbox"/> +1 Insight <input type="checkbox"/> +1 Medicine <input type="checkbox"/> +1 Perception <input type="checkbox"/> +1 Survival	
	+1	12	Wisdom	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Deception <input type="checkbox"/> +2 Intimidation <input type="checkbox"/> +2 Performance <input type="checkbox"/> +2 Persuasion	
	+2	14	Charisma	

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Dwarven Resilience:** You have advantage on saves against poison and have resistance to poison damage.

**Stonecunning:** Whenever you make an INT (History) check related to the origin of stonework, you are considered proficient in the INT (History) skill and add double your proficiency bonus to the check.

**Dwarven Combat Training:** You have proficiency with battleaxes, handaxes, light hammers, and warhammers.

**Tool Proficiency:** You have proficiency with one set of artisan's tools of your choice: smith's, brewer's, or mason's tools.

Armor Class	15	Initiative	+2	Speed	25 ft.
MAX Hit Points	19	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d10	Death Saves			
Total		Successes	○ ○ ○	Failures	○ ○ ○
Spellcasting Ability	INT	Spell Save DC	10	Spell Attack Bonus	+2
Proficiencies					
<b>Armor:</b> All armor, shields					
<b>Weapons:</b> Simple weapons, martial weapons					
<b>Saving Throws:</b> Strength, Constitution					
<b>Additional Proficiencies:</b> Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.					

### Equipment & Character Notes

**Weapons:** Battleaxe +1 (Versatile 1d10), two daggers

**Equipment:** Dungeoneer's pack, leather armor, shield, brewer's tools

# Hurannan Banai

*Medium Humanoid, Male Human/Fire-Touched Fighter*



Hurannan Banai came to the troupe when his parents, nobles from the great city of Darkenhaven, discovered that he had the Blood-Touch of Elemental Fire. This manifested itself in Hurannan early in his childhood and was an embarrassment for the family that was said to be of pure blood and lordly stock in Sundestia. As such, before his third birthday, Hurannan was brought to the Blue Veil under the cover of night while the troupe was camped near Darkenhaven.

Hurannan is a large and charismatic man with a bright smile and hearty, infectious laugh. He has dark hair that he wears in braids, brown skin that can take on a burning charcoal appearance when viewed in a certain light, and deep, violet eyes that sparkle when he's happy and smolder when he is angered. Hurannan is a tall man – just under six-foot, three-inches tall – with broad shoulders, a thickly-muscled physique, and weighing about 220 pounds. He is quick of movement and quite capable in combat. His preferred armament is the combination of a longsword and shield for superior reach and defense. He can also drop the shield and fight with a greatsword. Kray has taught him archery and he is very good with a longbow. Hurannan is always willing to spar with any who wish to face him.

Hurannan is well-regarded in the troupe and some believe that he could be the Bravda someday... though Theros is widely considered the favorite. As of yet, this rivalry hasn't created any animosity between Hurannan and Theros since they enjoy each other's company and train together on a regular basis. Hurannan also likes to spar with Grenand, as the two of them have somewhat similar fighting styles.

In the last couple of years, Hurannan took an interest in cooking and began spending considerable time at Sunessy and Frenne's wagon, doing their bidding, learning their ways, and seeking to understand the complicated recipes of the Hanataz folk. While not yet a "Chofta" (the Hanataz word that means "Spice-Cook"), he is gaining in skill and has come to deeply love the two elderly women – who crankily bark at him and order him around as they busy themselves with feeding both the troupe, and the crowds that come for the shows.

**Secret:** Though he rarely speaks of it to any in the troupe, Hurannan very much desires to go to Darkenhaven and confront his parents. Despite having been rejected by his sires, he still chooses to carry the Banai family name as he deeply hopes to return to his family and have his place restored. He does not know what their reaction might be and is fearful of being spurned again. But he is slowly overcoming that fear... and the next time that the troupe is near the great city... he just may go to their manse in the district of nobles. If for no other reason than to see how they react.

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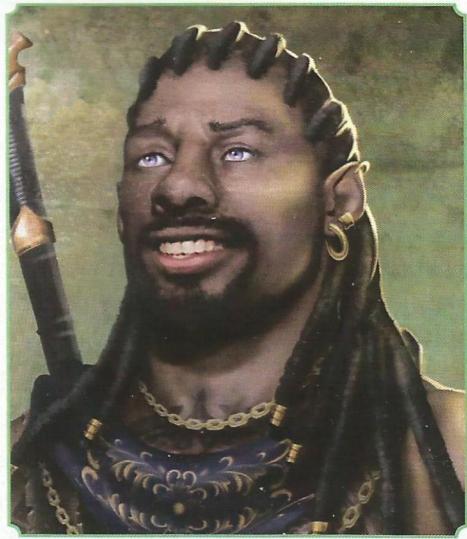
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### Character Name

## Hurannan Banai

**Class & Level**  
Fighter      Level 1

**Race**  
Fire-Touched Human

**Alignment**

**Languages / Background**  
Common

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Longsword	+6	1d8+4
Longbow	+5	1d8+3

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	12
		<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Athletics		
	+4	18	Strength	
			<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Acrobatics <input type="checkbox"/> +3 Sleight of Hand <input type="checkbox"/> +3 Stealth	
	+3	17	Dexterity	
			<input checked="" type="checkbox"/> +4 Saving Throws	
	+2	15	Constitution	
			<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Arcana <input type="checkbox"/> +1 History <input type="checkbox"/> +1 Investigation <input type="checkbox"/> +1 Nature <input type="checkbox"/> +1 Religion	
	+1	13	Intelligence	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Animal Handling <input type="checkbox"/> +2 Insight <input type="checkbox"/> +2 Medicine <input type="checkbox"/> +2 Perception <input type="checkbox"/> +2 Survival	
	+2	14	Wisdom	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Deception <input type="checkbox"/> +2 Intimidation <input type="checkbox"/> +2 Performance <input type="checkbox"/> +2 Persuasion	
	+2	15	Charisma	

Armor Class	16	Initiative	+3	Speed 30 ft.
MAX Hit Points	17	Current Hit Points		
Temporary Hit Points				
Hit Dice	1d10	Death Saves		
Total		Successes	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>
Spellcasting Ability	CON	Spell Save DC	12	Spell Attack Bonus +4
Proficiencies				
<b>Armor:</b> All armor, shields				
<b>Weapons:</b> Simple weapons, martial weapons				
<b>Saving Throws:</b> Strength, Constitution				
<b>Additional Proficiencies:</b> Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.				

### Features & Traits

**Fire Resistance:** You have resistance to fire damage.

**Blazing Blood:** Any creature that deals piercing or slashing damage to you in melee must make a DC 12 Dexterity saving throw. Failing causes them to be hit and ignited by your blood. They will take 2 fire damage each round for 5 rounds or until the fire is put out. The creature can attempt to pass the save and put out the fire at the beginning of their turn. This effect can only happen once per combat and only 3 times per long rest.

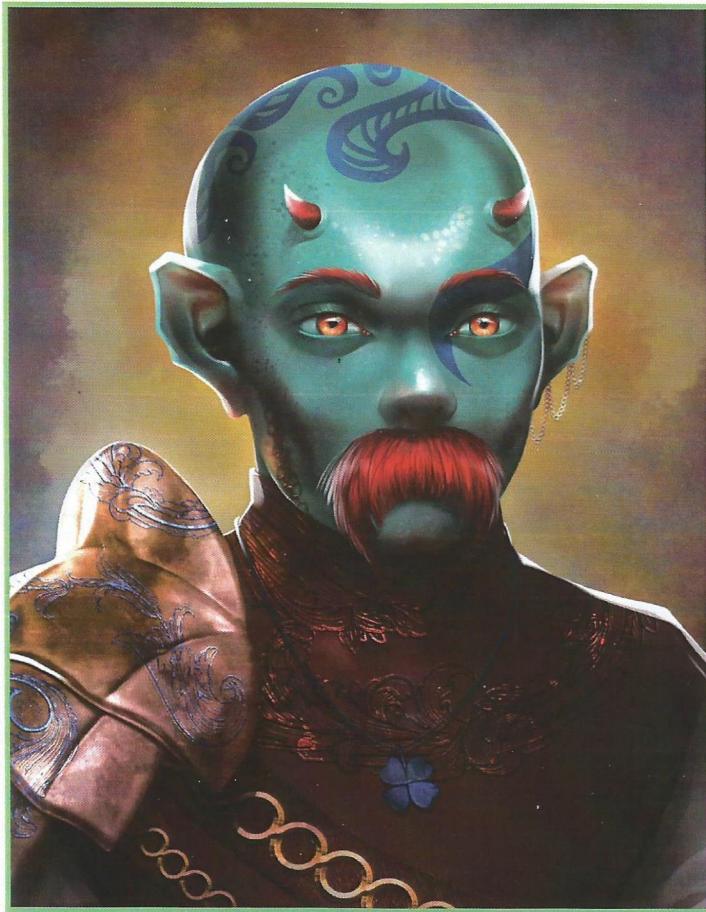
### Equipment & Character Notes

**Weapons:** Longsword (Versatile 1d10), longbow (150/600 range) with 20 arrows

**Equipment:** Explorer's pack, shield, leather armor

# Karlus Fole

Medium Humanoid, Male Myruun/Abyssal-Touched Paladin



Though none truly know what demons haunt Karlus Fole, he came in desperation to seek refuge amongst the wagons of the Blue Veil several winters ago. He was weary and unkempt and stinking like a hound after a hard hunt. Upon stumbling into camp with nary a Copp and only the tattered clothes on his back, Borag and Mother Salvensa offered him food and shelter. He's been with the troupe as one of its most ardent protectors ever since and will be turning 20 this year.

Karlus is known by his peers as being something of an oddity, even amongst the colorful assortment of personalities that make up the troupe. He stands at five-feet, two-inches and weighs 144 pounds; the bluish-green tint to his skin – from his Myruun heritage – is coupled with a bald head, tiny horns, red eyes, and a walrus-style, red mustache. While most other Myruun seem to possess a predisposition for enjoying stiff drink, Karlus has never been seen to indulge himself – and even firmly declines if anyone offers him any. Upon first joining the troupe, he seemed to carry himself with a somewhat pious air and, despite softening his rigid disposition in more recent months, appears to hold himself to very high standards of etiquette and honor. He also regularly visits Anton to pray at the shrine to the gods.

Though not officially titled by the Order of the Lucky Lancers, Kizmya has granted Karlus with the powers of a Paladin of her church. As such, he wears her symbol of the blue, four-leafed clover with much reverence.

He has a very unique scar that runs up from his chest, along the right side of his neck, curls up across his jaw to the frame the right side of his face before disappearing at his ear. The scar appears as a tightly packed series of dark circles which grow smaller the further up his face they go. The same scar can be seen to twist down around his torso, right arm, and right leg – with the circles around his foot being almost the size of a chicken's egg.

**Secret:** While he has proven that he is loath to speak of it, many of the more inquisitive members of the troupe have repeatedly asked him about the scar's origin. They have yet to receive any more than an irritated grunt in response to their questions. They're only clue is that while he seems to enjoy waxing eloquent about the seas and how to navigate them, he seems utterly terrified by them at the same time. The one mark all troupe members know not to inquire about is a tattoo and brand on the inside of his left wrist. The brand mark is that of a broken ship's wheel beneath a downturned crescent moon. The tattoo reads in flowing script: "Once we were brothers. Now fate has made us foes."

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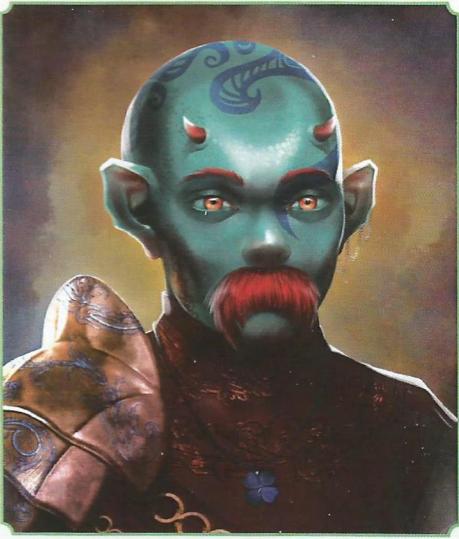
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### Character Name

**Karlus Fole**

**Class & Level**  
Paladin      Level 1

**Race**  
Abyssal-Touched Myruun

**Alignment**

**Languages / Background**  
Common, Myruunic

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		11
+3	◆ +3 Saving Throws ○ +3 Athletics	
17		
Strength		
+3	◆ +3 Saving Throws ○ +3 Acrobatics ○ +3 Sleight of Hand ○ +3 Stealth	
16		
Dexterity		
+3	◆ +3 Saving Throws	
17		
Constitution		
+1	◆ +1 Saving Throws ○ +1 Arcana ○ +1 History ○ +1 Investigation ○ +1 Nature ○ +1 Religion	
12		
Intelligence		
+1	◆ +1 Saving Throws ○ +1 Animal Handling ○ +1 Insight ○ +1 Medicine ○ +1 Perception ○ +1 Survival	
12		
Wisdom		
+2	◆ +4 Saving Throws ○ +2 Deception ○ +2 Intimidation ○ +2 Performance ○ +2 Persuasion	
14		
Charisma		

Armor Class	Initiative	Speed
17	+3	25 ft.
MAX Hit Points	Current Hit Points	
	18	
Temporary Hit Points		
Hit Dice	Death Saves	
1d10	Successes    ○ ○ ○ Failures    ○ ○ ○	
Total _____		
Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	12	+4

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Wisdom, Charisma

**Additional Proficiencies:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

### Attacks & Spellcasting

Name	ATK Bonus	Damage/ Type
Trident	+5	1d6+3
Dagger	+5	1d4+3

### Features & Traits

**Swim:** You have a swimming speed of 25 feet.

**Hold Breath:** You can hold your breath up to 20 minutes.

**Aquatic Navigator:** You have advantage on WIS (Survival) and WIS (Perception) checks made on, in, or within 10 ft. of aquatic terrain.

**Inner Flame:** You know the Eldritch Blast cantrip. CHA is your spellcasting ability.

### Equipment & Character Notes

**Weapons:** Trident (Versatile 1d8, Thrown 20/60 range), dagger

**Equipment:** Priest's pack, chain shirt, shield

# Glynn Wyther

Medium Humanoid, Male Half-Elf Ranger



Glynn Wyther is of Wood-Elf and Human descent, though he has no knowledge of who his parents are. He spent most of his boyhood living alone in a cave in the Dusk Wood forest – fighting for survival. Until one day, the Hanataz found him abiding in his cave and chose to take him in as one of their own. He was around 7 or 8 years of age at that time and was emaciated... and wild – like a beast. Once captured, and although it took a bit of time, the troupe won him over with concern, love, and persistence. He is now completely devoted to the troupe and proud to be a member of the Blue Veil.

Glynn is about five-foot, ten-inches in height with a lean, wiry frame. He is fast on his feet, and uncannily quick on the draw – able to nock and loose an arrow with frightening speed. He has long, shiny, blonde hair and is clean-shaven with a strong chin, a sharp nose, and aqua green eyes that flash when he is angry. He doesn't smile often, but when he does he is rather handsome.

Glynn favors dark clothing and is a bit of an introvert. He trains with shortsword, longsword, daggers, and even with a bo-staff when sparring with Rezzor or Cydir... but his favored weapon is the bow. He is a gifted marksman and often wins coin for the troupe.

Glynn is being mentored by Kray the Blade... but is also being taught by Old Strem – as the old man was once a woodsman in his youth. Old Strem's teaching has been invaluable as there is no one else in the troupe with such skills. As a result, Glynn has grown close to Strem and views him, in some ways, as “the father he never had.” Glynn tries to assist Strem with chores and other work when his “bones be achin' some.” He also has taken to helping Strem with “dung duty” – which is the removal of animal droppings (mostly from Hanataz livestock) from the area near the camp.

As a trained Ranger (Strem has given him the basics), Glynn is a skilled tracker, hunter, and woodsman. His skills were impressive when he was young and have only grown in the years since. He has a keen sense of direction in the wilderness – even if clouds cover the sky or if it cannot be seen under a canopy of foliage. He is also quite capable at following a trail... even if it has “gone cold.” His fascination with the woods, and with Rangers, has had him take Verdaus as his patron deity, though he also reveres Kizmya and Jinxx (the most common patrons of the Hanataz folk).

**Secret:** Glynn has never spoken of it to anyone, but he has some type of psychic attunement. He can sometimes see spirits and has even conversed with phantoms in his past. He doesn't know why he can do this while no one else can... but it comes to him naturally. It has saved his life, however, on more than one occasion when a spirit-being warned him of impending danger. He remembers as a child that a spirit-being resided with him in his cave in the Dusk Wood. The being was named Tes'lanea but he can't remember much about her. He does know that she harbored some great secret she promised to share with him one day. Sometimes he wonders if she is still there and if, perhaps, he should return to see if he could somehow assist her... if he could ever find the cave again.

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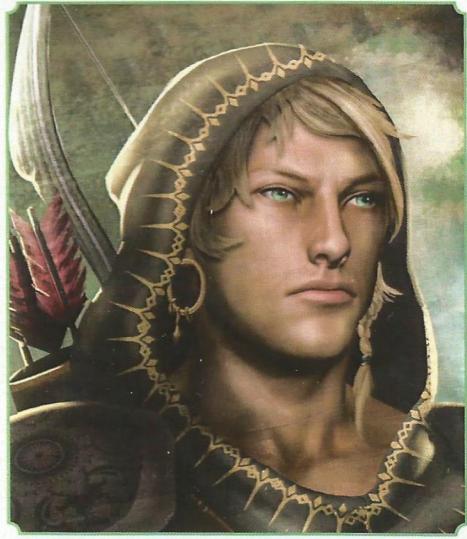
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### Character Name

**Glynn Wyther**

**Class & Level**  
Ranger      Level 1

**Race**  
Half-Elf

**Alignment**

**Languages / Background**  
Common, Elvish

### Attacks & Spellcasting

Name	ATK Bonus	Damage/ Type
Scimitar	+6	1d6+4
Dagger	+6	1d4+4
Longbow	+6	1d8+4

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	12
+2	◆ +4 Saving Throws ○ +2 Athletics			
15				
Strength				
+4	◆ +6 Saving Throws ○ +4 Acrobatics ○ +4 Sleight of Hand ○ +4 Stealth			
19				
Dexterity				
+3	◆ +3 Saving Throws			
17				
Constitution				
+1	◆ +1 Saving Throws ○ +1 Arcana ○ +1 History ○ +1 Investigation ○ +1 Nature ○ +1 Religion			
13				
Intelligence				
+2	◆ +2 Saving Throws ○ +2 Animal Handling ○ +2 Insight ○ +2 Medicine ○ +2 Perception ○ +2 Survival			
14				
Wisdom				
-1	◆ -1 Saving Throws ○ -1 Deception ○ -1 Intimidation ○ -1 Performance ○ -1 Persuasion			
9				
Charisma				

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Limited Telepathy:** You can magically transmit simple messages and images to any Spirit within 60 feet of yourself (must be able to understand a language you speak). This form of telepathy does not allow the receiving Spirit to telepathically respond.

Armor Class	15	Initiative	+4	Speed	30 ft.
MAX Hit Points	18	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d10	Death Saves			
		Successes	○ ○ ○		
Total		Failures	○ ○ ○		
Spellcasting Ability	WIS	Spell Save DC	12	Spell Attack Bonus	+4

### Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Dexterity

**Additional Proficiencies:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

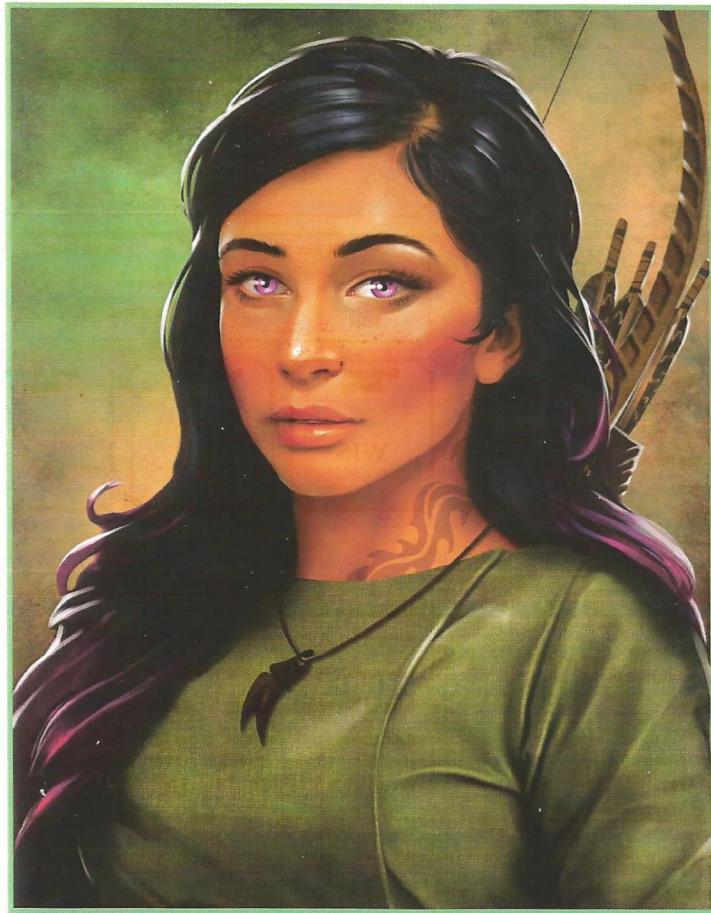
### Equipment & Character Notes

**Weapons:** Scimitar, dagger, longbow (150/600 range) with 20 arrows

**Equipment:** Explorer's pack, leather armor

# nephtalia Masempo

Medium Humanoid, Female Half-Sarth Ranger



Nephtalia Masempo came to the Blue Veil on the literal day of her birth – the evening of the 15th day of Aveu'un which is the fourth month of the year. At well past sundown on a road outside of Hardcastle, a pair of cloaked figures had made their way into the Blue Veil's camp and asked for Calnassé by name. One was a Human man named Delan and the other a Sarth woman named Sherai who brought with her a quietly sleeping babe cradled in her arms. Together, they beseeched the Half-Orc Vrenda to accept their daughter into the troupe for her own safety. While Sarth are more common around Darkenhaven and the Southern reaches of Verdestia, the peoples in the lands to the North are not accustomed to their presence and view them with mild distrust.

While full-blooded Sarth like Sherai are not openly discriminated against, a child that is the result of a union between a Human and Sarth is viewed as an ill omen and feared out of superstitious ignorance. Because of this, Delan and Sherai decided that Nephtalia should join the Traveling Folk. They offered a gift of gold to Calnassé in return for looking after their daughter, which she accepted, and Nephtalia became Hanataz that night. But unlike most in the troupe, Nephtalia retains a relationship with her parents who still visit her every time the troupe is near Hardcastle.

That was almost 18 years past. In that time, Nephtalia has grown into a beautiful, confidant, and capable young woman. Her ember-colored skin, striking pink eyes, and six-foot, four-inch frame clearly shows her mother's Sarth heritage – but her hair is mostly her father's. Her long, thick locks are black like raven feathers before blending into a rich purple near the ends. She took to hunting at an early age, so she tends to favor verdant and earthen colored clothing coupled with dark leather boots, belts, and a quiver that she fashioned herself.

She regularly trains with Kray to hone her already considerable skills with a longbow, as well as eagerly soaking up as much knowledge as Selvra can give her regarding animal tracking and husbandry. Old Strem is also assisting in her training. She is known to the other members of the troupe as "The Coin" due to the two sides of her personality: When she is in camp, her demeanor is kind and generous, and she gleefully engages in whatever hijinks and frivolity her peers get into. But that easy-going disposition completely evaporates when she's on the hunt. Like a lioness stalking her prey, she calculates every step and measures every angle as she becomes utterly focused on her quarry. Many in camp half-joke that they would rather run naked through a rain of swords than find themselves on her bad side.

**Secret:** Her most prized possession, and one she is never seen without, is a Kraken Beetle claw engraved with an obscure dialect of Sarthic runes on a leather thong necklace. She acquired the trinket when she met a mysterious, old, Sarth gem cutter at a Carnivale near Sundruun. She was just seven years old at the time. The grizzled Sarth gave her the trinket with only a few words and told her to keep it. Salvensa has told her it has magical emanations but no powers have, as of yet, been discovered... Neither she nor her mother are able to read the words inscribed in the black, diamond-hard claw – but she is hoping that someday she will meet someone that can.

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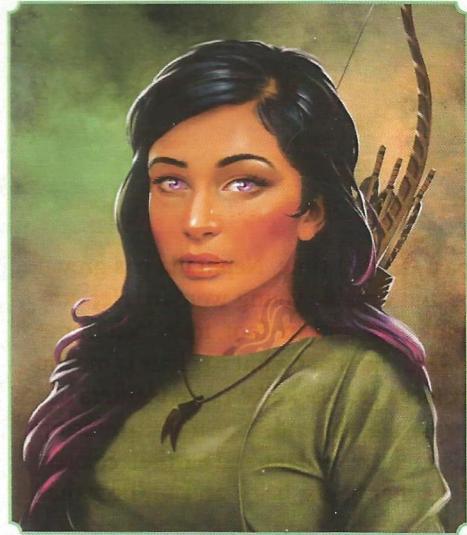
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**Character Name**  
**Nephtalia Masempo**

**Class & Level**  
Ranger      Level 1

**Race**  
Half-Sarth

**Alignment**

**Languages / Background**  
Common, Sarthic

Proficiency Bonus +2	Inspiration	Passive Wisdom (Perception) 11
+3 16 Strength	◆ +5 Saving Throws ○ +3 Athletics	
+3 17 Dexterity	◆ +5 Saving Throws ○ +3 Acrobatics ○ +3 Sleight of Hand ○ +3 Stealth	
+2 15 Constitution	◆ +2 Saving Throws	
+2 14 Intelligence	◆ +2 Saving Throws ○ +2 Arcana ○ +2 History ○ +2 Investigation ○ +2 Nature ○ +2 Religion	
+1 13 Wisdom	◆ +1 Saving Throws ○ +1 Animal Handling ○ +1 Insight ○ +1 Medicine ○ +1 Perception ○ +1 Survival	
+2 15 Charisma	◆ +2 Saving Throws ○ +2 Deception ● +4 Intimidation ○ +2 Performance ● +4 Persuasion	

**Attacks & Spellcasting**

Name	ATK Bonus	Damage/Type
Longsword	+5	1d8+3
Dagger	+5	1d4+3
Longbow	+5	1d8+3

**Features & Traits**

**Lesser Resilience:** You have advantage on saving throws against spells and other magical effects up to three times per long rest.

**Martial Savagery:** When you score a critical hit, the target creature begins to bleed profusely and takes half your base weapon damage roll as bleed damage at the start of each of its turns unless it passes a DC 14 CON saving throw. Does not affect undead or constructs.

**Noble Bearing:** You are proficient in CHA (Persuasion) and CHA (Intimidation).

Armor Class 14	Initiative +3	Speed 30 ft.
MAX Hit Points 17	Current Hit Points	
Temporary Hit Points		
Hit Dice 1d10	Death Saves Total _____	Successes ○ ○ ○ Failures ○ ○ ○
Spellcasting Ability WIS	Spell Save DC 11	Spell Attack Bonus +3

**Proficiencies**

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Strength, Dexterity

**Additional Proficiencies:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

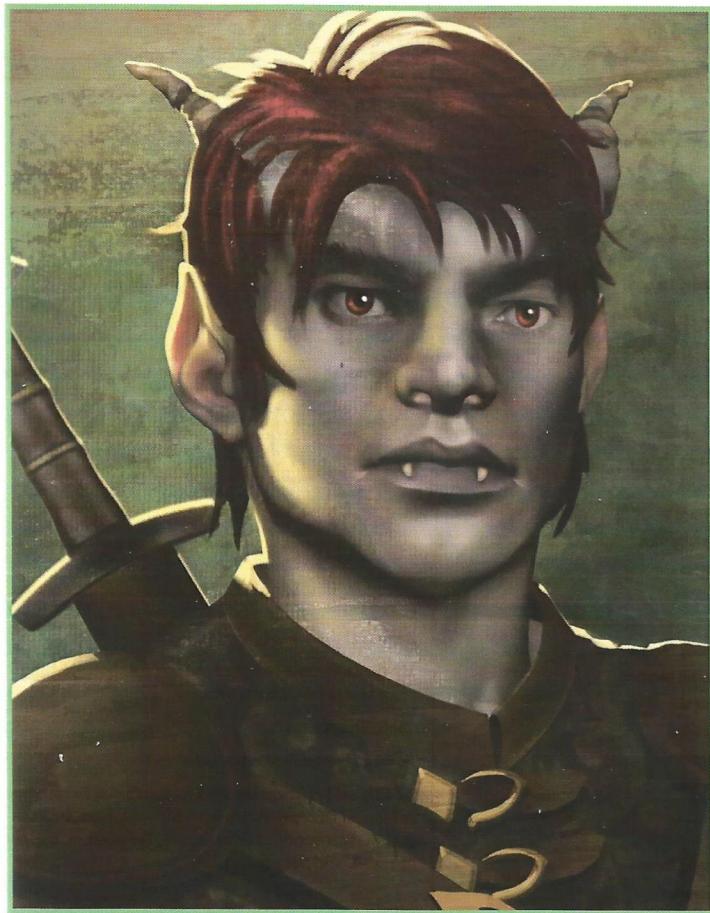
**Equipment & Character Notes**

**Weapons:** Longsword (Versatile 1d10), dagger, longbow (150/600 range) with 20 arrows

**Equipment:** Dungeoneer's pack, leather armor

# Dermoth Quee

Medium Humanoid, Male Human/Abyssal-Touched Rogue



Dermoth Quee is a most interesting being. He is Human... but the Blood-Touch of the Abyssal runs strong in his veins. His face is gaunt with a wide nose and grey-green lips. He has an ashen complexion and long, sharp nails on his fingers and toes that are almost black. Sharp fangs protrude from his upper lip and he has very pronounced eyebrows. His eyes burn a deep sanguine but shift in hue to a frosty white when he becomes angry. He is nearly six-feet tall, with gangly arms and legs, and a thin physique that belies his strength. He is also very athletic and quick for a man that appears much like a walking scarecrow.

Dermoth's skill with knives is exceptional for his age... as is his ability with a shortbow. He has become an accomplished Rogue with abilities befitting his tutelage with Stoof and Leena, as well as Kray the Blade. Dermoth is also a capable acrobat with good tumbling and climbing skills that he works on daily to improve.

Dermoth was born to a woman of the troupe named Felicia Quee who died in childbirth after her husband, Szenton, was killed by a marauding band of Orcs as he was returning to the troupe with grain and supplies from a nearby hamlet. Thus, he was raised as an orphan from the time he was just a baby.

From the time he was young, Dermoth has understood what it means to have a frightening image. His looks are shocking to many that aren't accustomed to seeing someone with a prominent Blood-Touch. Growing up in the troupe, however, with others of strange appearance around him, considerably lessened the impact that such a state might have had. As such, he is more comfortable with his appearance than many might be under the same circumstances.

**Secret:** None in the troupe will speak of how Dermoth was affected in this way, and he has come to believe that his "curse" has something to do with a terrible deed done by his grandfather. This man's name was Vandaluu Quee and he was expelled from the troupe long ago for engaging in "dark arts & practices." Some say that he lives still... somewhere in Andvalla or perhaps even eastern Verdestia.

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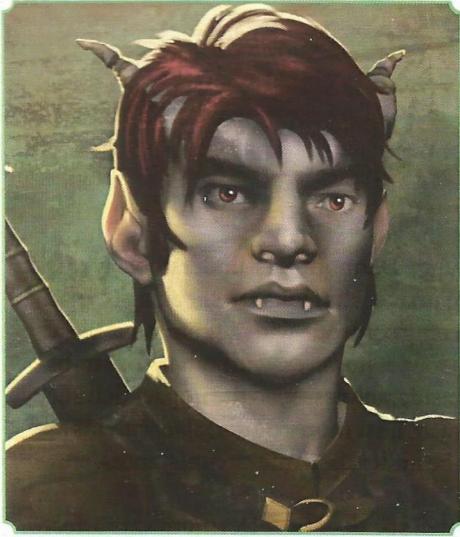
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## Character Name

# Dermoth Quee

## Class & Level

Rogue      Level 1

## Race

Abyssal-Touched Human

## Alignment

## Languages / Background

Common

## Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Shortsword	+6	1d6+4
Dagger	+6	1d4+4
Hand Crossbow	+6	1d6+4

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		11
	◆ +3 Saving Throws	
	○ +3 Athletics	
	◆ +3 Saving Throws	
	○ +4 Acrobatics	
	○ +4 Sleight of Hand	
	○ +4 Stealth	
	◆ +3 Saving Throws	
	17 Constitution	
	◆ +4 Saving Throws	
	○ +2 Arcana	
	○ +2 History	
	○ +2 Investigation	
	○ +2 Nature	
	○ +2 Religion	
	◆ +1 Saving Throws	
	○ +1 Animal Handling	
	○ +1 Insight	
	○ +1 Medicine	
	○ +1 Perception	
	○ +1 Survival	
	◆ -2 Saving Throws	
	○ -2 Deception	
	○ -2 Intimidation	
	○ -2 Performance	
	○ -2 Persuasion	

Features & Traits
<b>Darkvision:</b> You can see in darkness without discerning color up to 60 ft.
<b>Frost Resistance:</b> You have resistance to cold damage.
<b>Frozen Touch:</b> Three times per long rest, you can use your bonus action to charge your weapon with cold magic. On your next hit with that weapon, add your DEX modifier as cold damage to the regular damage you deal. This can only occur once per hit and isn't added to the damage dealt by Sneak Attack. After hitting a target, the spell is expended. If no target is hit within 10 minutes, the spell expires.
This spell's damage increases when you reach higher levels. At 6th level, the cold damage dealt equals your DEX modifier + 1d6. At 11th level, the cold damage dealt equals your DEX modifier + 2d6. At 16th level, the cold damage dealt equals your DEX modifier + 3d6.

Armor Class	Initiative	Speed
14	+4	30 ft.
MAX Hit Points	Current Hit Points	
15		
Temporary Hit Points		
Hit Dice	Death Saves	
1d8	Successes	
Total _____	Failures	
Spells	Spell Save DC	Spell Attack Bonus
INT	12	+4
Proficiencies		
<b>Armor:</b> Light armor		
<b>Weapons:</b> Simple weapons, hand crossbows, long-swords, rapiers, shortswords		
<b>Tools:</b> Thieves' tools		
<b>Saving Throws:</b> Dexterity, Intelligence		
<b>Additional Proficiencies:</b> Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.		

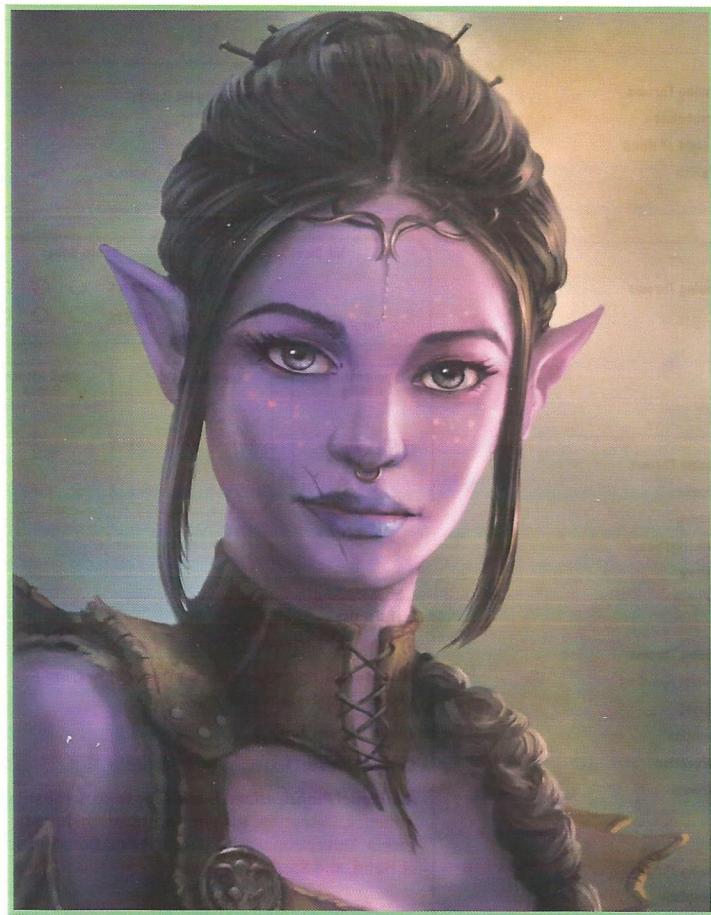
## Equipment & Character Notes

**Weapons:** Shortsword, dagger, hand crossbow (30/120 range) with 30 bolts

**Equipment:** Burglar's pack, thieves' tools

# Corrinee Ay'Yava

Medium Humanoid, Female Elf/Fey-Touched Rogue



Corrinee Ay'Yava is a young, Wood Elf woman with the Blood-Touch of the Fay'aree – though which of the Seelie Courts is in her ancestry is unknown. She has the longer ears that are common amongst the Fey races and smooth, unblemished skin save for the scar on her lip that came from a fight with Theros some years ago. The scar aside, her deep blue eyes, wry smile, and smallish nose... coupled with the fine features of the Elven folk... have melded with the Fey blood to give her an exotic and beautiful appearance.

Corrinee is five-foot, four inches tall and weighs about 120 pounds. Her naturally lean build and honed reflexes make her a perfect candidate for training in the ways of the hidden blade with Kray. Brayan also mentored her from a very young age to enhance her talents in tumbling and acrobatics. Her taste in clothing seems to lean toward soft, dark-colored fabrics that don't impede her movement or make noise when she wants to sneak unnoticed.

In her youth, she was a friendly, outgoing, and precocious child who grew into a smart, diligent, hard-working, and capable young lady. Though she originally wished to be a Spelldancer, she had always seemed bent towards Roguish-ways... and because of this... early on she began training in the ways of the thief. Her aptitude

and skills were readily apparent to Kray and Brayan and her training began in earnest.

Corrinee was brought to the troupe by a group of Wood Elves when she was just a babe. The Elves had said they could not keep her as she "was one who would bring death and destruction in her wake." As is the custom with the Hanataz, the child was accepted and then raised by the Blue Veil.

**Secret:** As she grew, she also became more curious about what the Elves who brought her to the troupe had meant when they said she would "bring death and destruction in her wake." For much of her life, she paid little attention to this strange and dark prophecy. But then, last year on Darktide's Eve, a silvery-red tattoo appeared on her lower back. It has magical properties and has very much unnerved her. But she has, as of yet, told only Kenna of the mark.

Corrinee knows that the Wood Elves that brought her to the troupe hailed from the Elven town of Estrean'alnea. To this point, she has not cared. She loves the troupe and being one of the Traveling Folk. Now that the shimmering red tattoo has appeared on her person, however, she has taken a renewed interest in those who brought her here. Perhaps a trip to the Whispering Wood is in her future.

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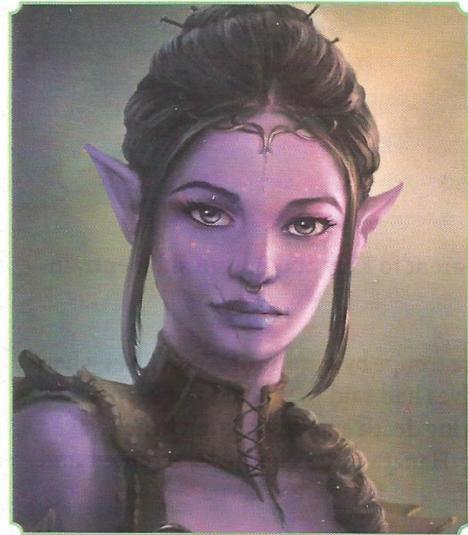
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### Character Name

**Corrinee Ay'Yava**

**Class & Level**  
Rogue      Level 1

**Race**  
Fey-Touched Elf

**Alignment**

**Languages / Background**  
Common, Elvish

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Dagger	+6	1d4+4
Hand Crossbow	+6	1d6+4

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	12
		<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Athletics		
	13	Strength		
			<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Acrobatics <input type="checkbox"/> +4 Sleight of Hand <input type="checkbox"/> +4 Stealth	
	+4	18	Dexterity	
			<input checked="" type="checkbox"/> +1 Saving Throws	
	+1	12	Constitution	
			<input checked="" type="checkbox"/> +5 Saving Throws <input type="checkbox"/> +3 Arcana <input type="checkbox"/> +3 History <input type="checkbox"/> +3 Investigation <input type="checkbox"/> +3 Nature <input type="checkbox"/> +3 Religion	
	+3	17	Intelligence	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Animal Handling <input type="checkbox"/> +2 Insight <input type="checkbox"/> +2 Medicine <input type="checkbox"/> +2 Perception <input type="checkbox"/> +2 Survival	
	+2	14	Wisdom	
			<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Deception <input type="checkbox"/> +2 Intimidation <input type="checkbox"/> +2 Performance <input type="checkbox"/> +2 Persuasion	
	+2	15	Charisma	

Armor Class	14	Initiative	Speed	30 ft.	
MAX Hit Points	13	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d8	Death Saves			
Total		Successes	○ ○ ○	Failures	○ ○ ○
Spellcasting Ability	INT	Spell Save DC	13	Spell Attack Bonus	+5

**Proficiencies**

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, long-swords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

**Additional Proficiencies:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Gift of the Fey:** Once per long rest, you can cast the Misty Step spell. INT is your spellcasting ability.

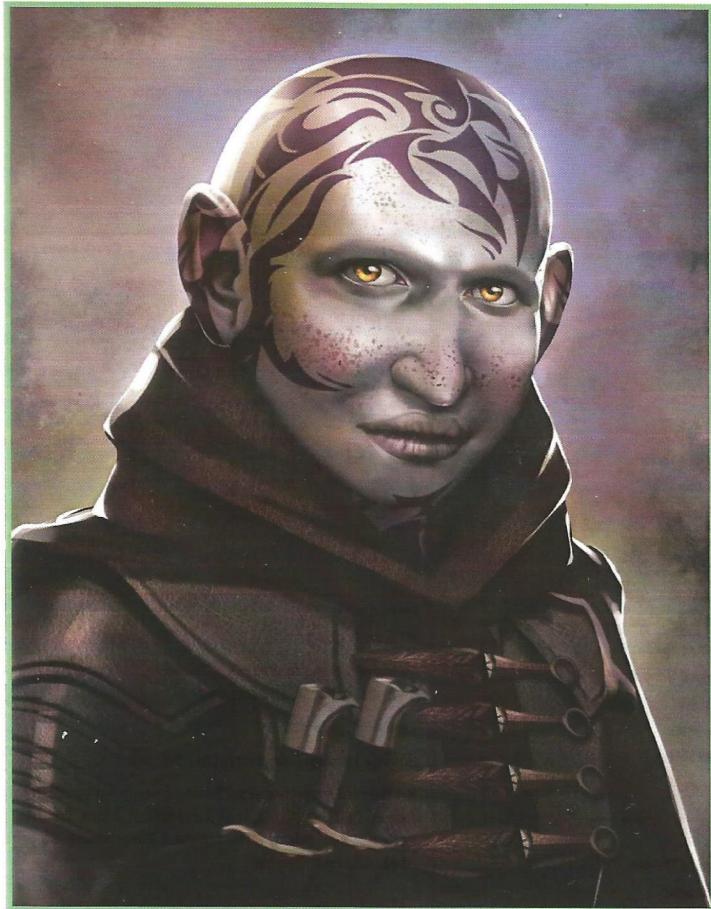
### Equipment & Character Notes

**Weapons:** Two daggers, hand crossbow (30/120 range) with 20 bolts

**Equipment:** Explorer's pack, thieves' tools

# Fleegan Fundleflim

*Small Humanoid, Male Gnome Rogue*



Fleegan Fundleflim is a male Gnome with a strange disfigurement. Indeed, it was this curse that had him end up with the Hanataz in the first place. The affliction is called the Squames, or "Fleshfall" in the common tongue. The disease causes areas of the face - in particular the nose, ears, and lips - to grow much larger than they should. As such, Fleegan has a substantial, drooping nose, large ears, and thick, dark lips on his rather round face. Beyond this, his entire body is hairless and his hands and feet have large bony knuckles that are somewhat painful in cold weather. Because of the disease, Fleegan was given to the Hanataz by his parents when he was just a babe. He doesn't even know their names.

Fleegan is three-foot, nine-inches tall with a stocky frame. Tattoos adorn his body. In truth, he more closely resembles a very short Dwarf... albeit without the beard. The disease has one benefit, however, as it enhances muscle-strength... making Fleegan very strong for his size. He is also quick and agile which is unexpected given the appearance of his body. Fleegan carries two daggers for attacking in melee, and uses throw daggers for ranged attacks. He is skilled with both. He also can use a shortsword with two hands if necessary, but this is not his preference. He trains regularly with the other Rogues, and is being mentored by Kray the Blade.

Fleegan is somewhat surly and sour, with a sarcastic wit that sometimes is off-putting. That said... he is also a valued friend of many of the Frenta – in particular, the Sorcerer Fixxe. They share a number of interests, specifically, they love to play Zyss – a two-player strategy board game that is favored by those with high intellect. Fleegan is a hard worker, and has a reputation for almost always doing "more than his share." He is very intelligent, a quick learner, and has rapidly advanced in his studies of the way of the Rogue.

**Secret:** Fleegan has no idea who his parents were and even what Gnomish descent he's from. Mother Salvensa has told him a number of times that it is better that he not know his history. This has only added to Fleegan's curiosity, however... and has led to him questioning others in the troupe about his ancestry. He has, as of yet, been unrewarded with his queries.

Last season, at a Carnivalle that the troupe put on near Martaen, Fleegan met a mysterious woman who was veiled such that he could only see her eyes. He was working the clean-up detail alone when she approached him. She did not name herself, but told Fleegan that he was "more special than he knew" and that "his affliction was a blessing, not a curse." She also told him that those of his ilk had a wonderful gift that he would discover in time. The interaction was quite intense for Fleegan and literally brought him to tears.

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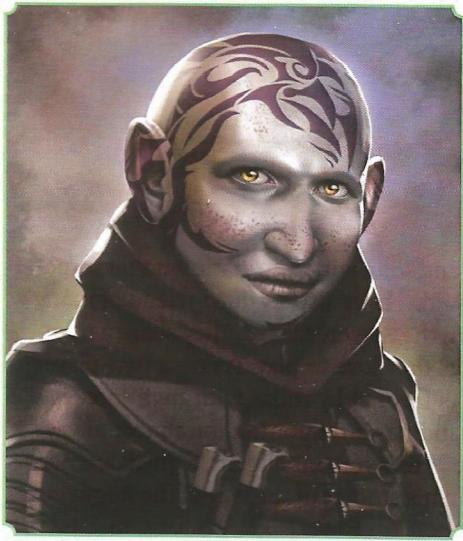
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**Character Name**
**Fleegan Fundleflim**
**Class & Level**

Rogue

Level 1

**Race**

Gnome

**Alignment**
**Languages / Background**

Common, Gnomish

**Attacks & Spellcasting**

Name	ATK Bonus	Damage/Type
Dagger	+6	1d4+4
Shortbow	+6	1d6+4

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	12
		◆ +2 Saving Throws		
		○ +2 Athletics		
Strength	15			
Dexterity	19	◆ +4 Saving Throws		
		○ +4 Acrobatics		
		○ +4 Sleight of Hand		
		○ +4 Stealth		
Constitution	12	◆ +1 Saving Throws		
Intelligence	15	◆ +4 Saving Throws		
		○ +2 Arcana		
		○ +2 History		
		○ +2 Investigation		
		○ +2 Nature		
		○ +2 Religion		
Wisdom	14	◆ +2 Saving Throws		
		○ +2 Animal Handling		
		○ +2 Insight		
		○ +2 Medicine		
		○ +2 Perception		
		○ +2 Survival		
Charisma	9	◆ -1 Saving Throws		
		○ -1 Deception		
		○ -1 Intimidation		
		○ -1 Performance		
		○ -1 Persuasion		

**Features & Traits**

**Gnome Cunning:** You have advantage on all INT, WIS, and CHA saving throws against magic.

**Superior Darkvision:** You can see in darkness without discerning color up to 120 ft.

**Stone Camouflage:** You have advantage on DEX (Stealth) checks to hide in rocky terrain.

Armor Class	14	Initiative	+4	Speed	25 ft.
MAX Hit Points	13	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d8	Death Saves			
		Successes	○ ○ ○		
Total		Failures	○ ○ ○		
Spellcasting Ability	INT	Spell Save DC	12	Spell Attack Bonus	+4

**Proficiencies**

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, long-swords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

**Additional Proficiencies:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

**Equipment & Character Notes**

**Weapons:** Two daggers, shortbow (30/320 range) with 20 arrows

**Equipment:** Dungeoneer's pack, thieves' tools

# Fixxe

Medium Humanoid, Male 1/4 Orc, 1/4 Elf, 1/2 Human Sorcerer



The Frenta known only as Fixxe is a person of complex ancestry. He is Half-Human, but his mother was from both Elven and Orcish stock. As such, he is a fairly intriguing-looking and handsome male. He has short golden hair, eyes that shine like bright camellias, and a slight greenish tint to his skin. He also has the lower fangs that are common to those with Half-Orc blood.

Fixxe is about six-foot, two-inches tall and weighs around 170 pounds. He has a rather muscular frame though his focus is less on his physique and more on his magical aptitude. He favors modestly-colored clothing and is considered by most to be a demure and thoughtful young man. He has some skill with daggers and swords, but his true abilities in combat come from his magic. He is a natural channeler of the Everflow with sorcerous talent that Vestia has described as "deep and abiding." Both she and Skizzig have been working with him on his magical learnings.

Fixxe was left with the troupe 18 years ago in a basket. He has no idea who his parents are or where he hails from. He was raised by Vestia and Skizzig but, as with all orphans of the troupe, his upbringing was shared. That said, he loves the two mages dearly. Fixxe rarely thinks about his ancestry and instead focuses on his

studies. He hopes to be a great and powerful Sorcerer someday. His magical aptitude is quite strong and he has taken well to the teachings that he has received from the two mages of the troupe. Both Vestia and Skizzig believe that he has the potential for great advancement in his powers and have done all they can to set the right course for his aptitude and abilities.

**Secret:** Some weeks ago, Fixxe had a fearful dream... one that has recurred a number of times since the first. In the dream, he sees himself forced by unseen hands to kneel before a great altar... above which a dark sun burns with black fire. The heat is nearly overwhelming and it feels as if his very flesh will char away from his bones. He then hears a voice that booms in his head.... "The Dark Sun comes, son of the blood. When the rise is made... what will you choose?" He then wakes in a cold sweat. Fixxe has no idea what the dream means. He has told no one of his strange nightmares.

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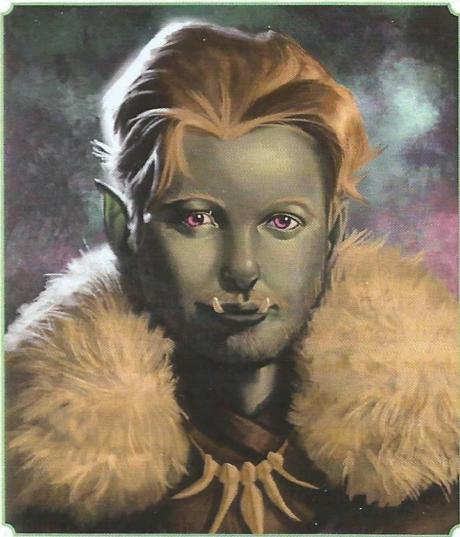
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**Character Name**
**Fixxe**
**Class & Level**
**Sorcerer**      Level 1

**Race**

1/4 Orc, 1/4 Elf, Half-Human

**Alignment**
**Languages / Background**

Common, Elvish

**Attacks & Spellcasting**

Name	ATK Bonus	Damage/Type
Dagger	+4	1d4+2
Dart	+3	1d4+1

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		12

+2	<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Athletics
14	

**Strength**

+1	<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Acrobatics <input type="checkbox"/> +1 Sleight of Hand <input type="checkbox"/> +1 Stealth
13	

**Dexterity**

+2	<input checked="" type="checkbox"/> +4 Saving Throws
14	

**Constitution**

+3	<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Arcana <input type="checkbox"/> +3 History <input type="checkbox"/> +3 Investigation <input type="checkbox"/> +3 Nature <input type="checkbox"/> +3 Religion
17	

**Intelligence**

+2	<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Animal Handling <input type="checkbox"/> +2 Insight <input type="checkbox"/> +2 Medicine <input type="checkbox"/> +2 Perception <input type="checkbox"/> +2 Survival
15	

**Wisdom**

+4	<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Deception <input type="checkbox"/> +4 Intimidation <input type="checkbox"/> +3 Performance <input type="checkbox"/> +4 Persuasion
18	

**Charisma**

**Features & Traits**

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Orcish Savagery:** When you score a critical hit with a weapon or spell attack, roll one of the original damage dice an additional time and add it to the extra damage.

Armor Class	Initiative	Speed
11	+1	30ft.

MAX Hit Points	Current Hit Points
11	

Temporary Hit Points	

Hit Dice	Death Saves
1d6	Successes Failures

Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	14	+6

Proficiencies
<b>Weapons:</b> Daggers, darts, slings, quarterstaves, light crossbows
<b>Saving Throws:</b> Constitution, Charisma
<b>Additional Proficiencies:</b> Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.

**Equipment & Character Notes**

**Weapons:** Two daggers, eight darts (20/60 range)

**Gear:** Arcane focus, explorer's pack

# Ignish Firehand

*Small Humanoid, Male Halfling/Abyssal-Touched Wizard*



Ignish Firehand is a Halfling, though he has the Blood-Touch of what many believe is the Abyssal. He has no horns (at least not yet), but his skin has a subtle reddish hue and numerous darker freckles cover his nose and cheeks. His hair is a bright tangerine color and is often unkempt. Beneath his thin eyebrows, he has very light blue eyes that appear almost silver when viewed from the right angle. His facial features are rather pronounced and he wears a very well-trimmed goatee.

Unlike most Halflings, Ignish is rather thin and wiry-of-frame. He prefers to wear somewhat oversized boots versus walking around barefoot. He is about three-foot, ten-inches tall with longer legs than are typical in the Halfling folk. He sometimes wears a broad-brimmed hat and favors robes that are dark in color. He has considerable magical aptitude with a bent toward fire spells.

Ignish is a somewhat cocky, confident, and flirtatious Halfling with a high degree of belief in his talents and abilities. He is a bit of a natural leader as well as an accomplished intellectual. He is likely the most scholarly of all the Frenta with the exception of Fixxe – who Ignish considers somewhat of a rival. The Halfling loves books and reads whenever he can. This bent towards reading has

also provided him with an aptitude for conducting research and ferreting out knowledge from written sources. Along with enjoying reading, Ignish is also an excellent fisherman and often helps supply the troupe with his skill at catching fish.

Ignish was traded for as a babe and has been with the troupe for almost his entire life. He has no idea what his ancestry is... and does not care in the slightest. Ignish was raised by Vestia and Skizzig primarily and to the Halfling, they are his parents. Beyond parenting, Ignish has been mentored by Skizzig for some time now. This guidance has helped him to become an exceptionally adept and confident young mage.

**Secret:** Recently, Skizzig called Ignish to him and, behind closed doors, told the Halfling what the mage termed as "a matter of great importance." In their conversation, Skizzig informed the Halfling that there was something he must research should he ever have the opportunity to go to one of the great libraries in the Republic of Zyrantha or in Andvalla. The mage's words were somewhat cryptic, and Ignish believed that he was keeping something from him, but it was clear that the name Esstalteus, and an event known as "The Fire Conjunction" was what he was to research. Though Ignish had many questions, Skizzig would tell him no more...

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### Character Name

**Ignish Firehand**

**Class & Level**  
Wizard      Level 1

**Race**  
Abyssal-Touched Halfling

**Alignment**

**Languages / Background**  
Common, Halfling

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	12
		<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Athletics		
	10	Strength		
	+3		<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Acrobatics <input type="checkbox"/> +3 Sleight of Hand <input type="checkbox"/> +3 Stealth	
	16	Dexterity		
	+2		<input checked="" type="checkbox"/> +2 Saving Throws	
	14	Constitution		
	+4		<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Arcana <input type="checkbox"/> +4 History <input type="checkbox"/> +4 Investigation <input type="checkbox"/> +4 Nature <input type="checkbox"/> +4 Religion	
	18	Intelligence		
	+2		<input checked="" type="checkbox"/> +4 Saving Throws <input type="checkbox"/> +2 Animal Handling <input type="checkbox"/> +2 Insight <input type="checkbox"/> +2 Medicine <input type="checkbox"/> +2 Perception <input type="checkbox"/> +2 Survival	
	15	Wisdom		
	+3		<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Deception <input type="checkbox"/> +3 Intimidation <input type="checkbox"/> +3 Performance <input type="checkbox"/> +3 Persuasion	
	16	Charisma		

Armor Class	13	Initiative	Speed	25 ft.	
MAX Hit Points	11	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d6	Death Saves			
Total		Successes	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Failures	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Spellcasting Ability	INT	Spell Save DC	14	Spell Attack Bonus +6	
Proficiencies					
<b>Weapons:</b>	Daggers, darts, slings, quarterstaffs, light crossbows				
<b>Saving Throws:</b>	Intelligence, Wisdom				
<b>Additional Proficiencies:</b>	Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion.				

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Dagger	+5	1d4+3
Dart	+5	1d4+3

### Features & Traits

**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.

**Hell-Touched:** All of your spells that deal fire damage do an additional amount of fire damage equal to half your level rounding up.

**Halfling Nimbleness:** You can move through the space of any creature that is of Medium size or larger.

**Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

### Equipment & Character Notes

**Weapons:** Dagger, six darts (20/60 range)

**Equipment:** Arcane focus, scholar's pack, spellbook

# Brandele Steele

Medium Humanoid, Female Human/Dragon-Touched Wizard



Brandele Steele is a female Wizard of Verdestian and Sundestian descent who bears the Blood-Touch of the Draconic... Gold Dragon, to be precise. She has a kind face with fair features that are Human in all aspects save for the flecks of brilliant gold in her skin and shimmery silver hair. She has honey-colored eyes beneath thin eyebrows and a quiet demeanor that some may take as "stand-offish"... though that is not her intent. She is simply somewhat shy and not inclined to be the type of person who wishes to be "in front of the crowd."

Brandele is five-foot, six-inches tall with a rather muscular, curvy frame and weighing, perhaps, 130 pounds or so. Though not particularly adept with weapons, she still practices when possible with sword and dagger, which has kept her in good shape. She tends to gravitate towards green and gold tones in her choice of clothing and is fond of long, leather boots that reach up to her knee. She also prefers breeches to robes and typically tucks them into her boots... blousing them out a bit from the top.

Brandele is studious and a thorough researcher. She spends much time reading the books that the troupe has and, when possible, has traded for books from those who come to the camp to trade.

She has read virtually every book that the troupe owns more than once at this point. Brandele is being mentored by Skizzig and is likely his most diligent of pupils. She is inquisitive and, though not quite as gifted as Fixxe or Ignish, has a tenacity and work ethic that make up for any shortcomings she has in raw talent. As such, she is an excellent mage with significant ability in channeling the Zyanthuus.

Brandele was born into the troupe. She is the only child of Dren and Calva Steele, the troupe blacksmith and woodworker, respectively. Dren is a Verdestian Human who met Calva some twenty years ago when the troupe was camped near Ma'andiru. Calva is of Sundestian descent, has the Blood-Touch of the Draconic, and was a member of the Blue Veil at that time. The two fell in love and Dren joined the troupe (though he has no Blood-Touch nor any unusual characteristics).

Brandele is close with her parents and has learned both blacksmithing and woodworking from them. Though not a skilled wright, she knows her way around a forge and a wood shop. Her skills have helped her parents more than once when a wagon was damaged and needed significant repairs.

**Secret:** Just a few months ago, on Brandele's 17th birthday, her mother came to her and took her to a secluded area near the camp. There, Calva told Brandele that the Blood-Touch in their family was beyond what might be considered "normal" (if such a thing could be called normal in any instance). She told her that long ago, a Gold Dragon by the name of Faenastra'zeaxa bore a child with her Human lover... a man named Hindron Steele. The male child that was born of that coupling was named Conrue'zeaxa Steele and is said to still live today in Dragon's Cross. Despite Brandele's questions, Calva either would not or could not reveal any more.

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## Character Name

### Brandele Steele

**Class & Level**  
Wizard      Level 1

**Race**  
Dragon-Touched Human

**Alignment**

**Languages / Background**  
Common

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	13
	+1	◆ +1 Saving Throws		
	○ +1 Athletics			
Strength	12			
	+2	◆ +2 Saving Throws		
	○ +2 Acrobatics			
	○ +2 Sleight of Hand			
Dexterity	15	○ +2 Stealth		
	+2	◆ +2 Saving Throws		
	○ +2 Constitution			
Intelligence	14			
	+4	◆ +6 Saving Throws		
	○ +4 Arcana			
	○ +4 History			
	○ +4 Investigation			
	○ +4 Nature			
	○ +4 Religion			
Wisdom	18			
	+3	◆ +5 Saving Throws		
	○ +3 Animal Handling			
	○ +3 Insight			
	○ +3 Medicine			
	○ +3 Perception			
	○ +3 Survival			
Charisma	16			
	+2	◆ +2 Saving Throws		
	○ +2 Deception			
	○ +2 Intimidation			
	○ +2 Performance			
	○ +2 Persuasion			
Charisma	14			

Armor Class	12	Initiative	+2	Speed	30 ft.
MAX Hit Points	11	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d6	Death Saves			
Total		Successes	○ ○ ○		
		Failures	○ ○ ○		
Spellcasting Ability	INT	Spell Save DC	14	Spell Attack Bonus	+6
Proficiencies					
<b>Weapons:</b>	Daggers, darts, slings, quarterstaves, light crossbows				
<b>Saving Throws:</b>	Intelligence, Wisdom				
<b>Additional Proficiencies:</b>	Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion.				

## Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Quarterstaff	+3	1d6+1
Dart	+4	1d4+2

## Features & Traits

**Draconic Resistance:** You have advantage on all CON, INT, and CHA saving throws against magic that would deal fire, water, earth, or air damage.

**Dragon's Blessing:** The Gold Dragon's blood in your veins gives you the ability to unleash destructive energy from your palms. Gouts of fire project from your hands in a 15 ft. cone. All creatures caught in the blaze must succeed on a DEX saving throw. The DC of the Dragon's Blessing is 8 + your INT modifier + your proficiency bonus. On a failed save, the creature takes 2d6 + your INT modifier in fire damage, and half as much damage on a successful save. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your Dragon's Blessing once per long rest.

## Equipment & Character Notes

**Weapons:** Quarterstaff (Versatile 1d8), four darts (20/60 range)

**Equipment:** Arcane focus, scholar's pack, spellbook

# Kenna Naerna

Medium Humanoid, Female Human/Fey-Touched Spelldancer

Download the Spelldancer Class  
Stats for FREE on [GooeyCube.com](http://GooeyCube.com)



Kenna Naerna is Saevra the Spelldancer's daughter and has just celebrated her 16th birthday, which is the traditional date that one becomes a Frenta in the Hanataz custom. She is five-foot, three-inches tall and bears the Blood-Touch of the Fay'aree. The look of the Fey is somewhat strong in her, and her ears appear quite a bit longer than an Elf's.

Kenna has long, red-brown hair with fine and fair features that are common amongst those whose blood carries the touch of the Fey folk. She has a small nose, high cheekbones, and a soft jaw with a "pouty mouth" that is fond of laughter. She is rather slight of build and likely weighs no more than 100 pounds. She wears dark clothing that seems more fit for a Rogue than for a magic user... but favors a patchwork cloak that matches her joyful and outgoing personality.

Kenna's father is Kray the Blade... though he and Saevra have never been in a relationship beyond (for the most part) a long and abiding friendship that has endured since they were Frenta. Though they laugh today at their "indiscretion" that led to the birth of Kenna, both are proud and caring of their daughter and have both spent much time in her upbringing.

Early in her youth, Kenna showed a strong aptitude in magic and, though Kray may have preferred that she learn the way of the warrior, she was apprenticed to Vestia and Skizzig. Her talents are significant and her ability to channel the Everflow is considerable. She has learned much in the past decade and is, without a doubt, a very capable Sorceress. She is also a Spelldancer and has learned a number of the traditional, magical dances of the Hanataz.

**Secret:** Although the Fey-Touch is evident in her skin and features, there is very little - if any - evidence of whatever lineage Kray was sired from. On one occasion, he had taken her aside in something of an agitated state which, for the normally unshakable blademaster was almost unheard of. He clasped her by the shoulders and looked ready to say something of supreme importance... before thinking better of it, clamping his mouth shut, kissing her on the forehead, and walking away to leave his daughter in utter bewilderment. She's been unable to coax him into divulging anything about it since.

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### Character Name

**Kenna Naerna**

**Class & Level**  
Spelldancer      Level 1

**Race**  
Fey-Touched Human

**Alignment**

**Languages / Background**  
Common

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Dagger	+4	1d4+2
Shortbow	+4	1d6+2

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		14
+1	◆ +1 Saving Throws ○ +1 Athletics	
12		
	Strength	
+2	◆ +4 Saving Throws ○ +2 Acrobatics ○ +2 Sleight of Hand ○ +2 Stealth	
14		
	Dexterity	
+2	◆ +2 Saving Throws	
14		
	Constitution	
+3	◆ +3 Saving Throws ○ +3 Arcana ○ +3 History ○ +3 Investigation ○ +3 Nature ○ +3 Religion	
16		
	Intelligence	
+2	◆ +2 Saving Throws ○ +2 Animal Handling ○ +2 Insight ○ +2 Medicine ● +4 Perception ○ +2 Survival	
15		
	Wisdom	
+4	◆ +6 Saving Throws ○ +4 Deception ○ +4 Intimidation ○ +4 Performance ○ +4 Persuasion	
19		
	Charisma	

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Keen Senses:** You have proficiency in the WIS (Perception) skill.

**Gift of the Fey:** Once per long rest, you can cast the Misty Step spell without expending a spell slot. INT is your spellcasting ability for this spell.

Armor Class	Initiative	Speed
12	+2	30 ft.
MAX Hit Points	Current Hit Points	
11		
Temporary Hit Points		
Hit Dice	Death Saves	
1d6	Successes Failures	
Total _____	○ ○ ○ ○ ○ ○	
Spelling Ability	Spell Save DC	Spell Attack Bonus
CHA	14	+6
<b>Proficiencies</b>		
<b>Weapons:</b> Daggers, darts, slings, quarterstaves, light crossbows		
<b>Saving Throws:</b> Dexterity, Charisma		
<b>Additional Proficiencies:</b> Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.		
<b>Equipment &amp; Character Notes</b>		
<b>Weapons:</b> Two daggers, shortbow (80/320 range) with 20 arrows		
<b>Equipment:</b> Book, entertainer's pack		

### Equipment & Character Notes

**Weapons:** Two daggers, shortbow (80/320 range) with 20 arrows

**Equipment:** Book, entertainer's pack

# Sayaer' Kress

Medium Humanoid, Male Half-Drow Agent of Jinxx

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Despite standing at an above average six-feet tall, Sayaer's slender build and fluid grace lets him slip through crowds with surprising ease. His long, shockingly white hair is the most obvious sign of his Drow ancestry, as well as his skin which is a pale purplish-blue. He is always clean shaven as it appears that he is entirely incapable of growing any facial hair. His piercing yellow eyes are constantly on the move, assessing the shadowy corners of every room.

Fond of quips, zingers, and barbed comments, he has an intense, ongoing, yet friendly rivalry with Crendon Sharn. Their quarreling is often a favorite fixture around the campfire, as the pair effortlessly weave poetry, insults, songs, rhymes, and clever taunts into an impressive back-and-forth verbal sparring match. He has also been quite close with Shayaleen Felasse since childhood. Through the years she has been his accomplice and lookout through many mischievous adventures.

Sayaer' has never been particularly devout, but the troupe hoped to put his furtive skill set to productive – rather than troublesome – use, by having him train as an Agent of Jinxx. Though initially resentful, he has embraced the powers granted to followers of the Lord of Fools, and he has proven extremely capable and a quick

study. It seems that even if he isn't much interested in Jinxx, the Trickster-god has an interest in him.

Sayaer' is one of several members of the Blue Veil rescued from a dreary, tumbledown orphanage in the city of Hardcastle well over a decade ago. Though the old priestess that ran the orphanage was a kind woman, she was in poor health and had neither the money or the energy to maintain the crumbling, leaking building. When she passed away, the unwanted children staying there would have ended up begging on the streets if the troupe had not been passing through town. When the starving young kids were caught stealing food at the Carnivalle, they were taken in rather than shooed away. Over the years, many left the troupe to start new lives but some like Sayaer' stayed – not knowing any other home.

**Secret:** How he came to be left at the orphanage is something Sayaer' has pondered on many sleepless nights, although he never divulges his ponderings to anyone else. Nor has he ever shown anyone the brand on his right shoulder blade that resembles two jagged daggers crossed over one another. He has begun to feel as though he is being watched but has yet to see by whom or what, or even prove that his feeling is anything more than simple paranoia.

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## Character Name

### Sayer' Kress

#### Class & Level

Agent of Jinxx

Level 1

#### Race

Half-Drow

#### Alignment

#### Languages / Background

Common, Elvish

#### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Rapier	+5	1d8+3
Dagger	+5	1d4+3
Shortbow	+5	1d6+3

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		12

+2	◆ +2 Saving Throws
15	○ +2 Athletics
Strength	

+3	◆ +5 Saving Throws
17	○ +3 Acrobatics
Dexterity	○ +3 Sleight of Hand
	○ +3 Stealth

+2	◆ +2 Saving Throws
15	Constitution

+1	◆ +1 Saving Throws
12	○ +1 Arcana
Intelligence	○ +1 History
	○ +1 Investigation
	○ +1 Nature
	○ +1 Religion

+2	◆ +2 Saving Throws
14	○ +2 Animal Handling
Wisdom	○ +2 Insight
	○ +2 Medicine
	○ +2 Perception
	○ +2 Survival

+4	◆ +6 Saving Throws
19	○ +4 Deception
Charisma	○ +4 Intimidation
	○ +4 Performance
	○ +4 Persuasion

Armor Class	Initiative	Speed
13	+3	30 ft.

MAX Hit Points	Current Hit Points
	14

Temporary Hit Points
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Hit Dice	Death Saves
1d8	Successes Failures

Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	14	+6

#### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, long-swords, rapiers, shortswords

**Saving Throws:** Dexterity, Charisma

**Additional Proficiencies:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

#### Equipment & Character Notes

**Weapons:** Rapier, dagger, shortbow (80/320 range) with 20 arrows

**Equipment:** Burglar's pack, thieves' tools, disguise kit

#### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

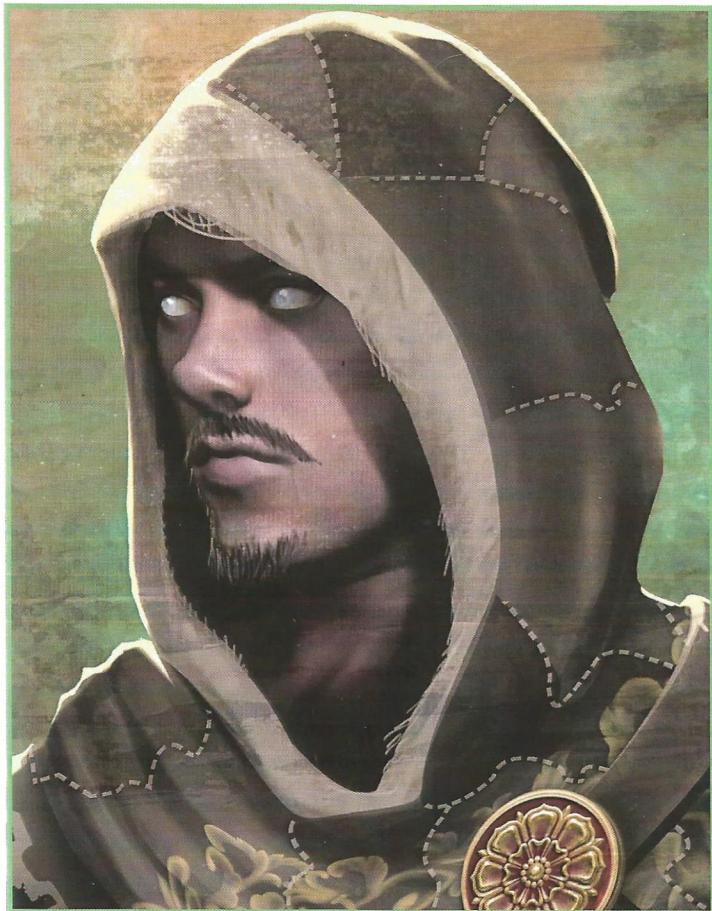
**Drow Magic:** You know the Dancing Lights cantrip. Upon reaching 3rd level, you can cast the Faerie Fire spell once per long rest without using a spell slot. At 5th level, you can cast the Darkness spell once per long rest without using a spell slot. CHA is your spellcasting ability for these spells.

**Feat:** Magic Initiate: You learn two cantrips of your choice from the Agent of Jinxx spell list. In addition, you learn one 1st level spell from the same list. You can cast it at its lowest level; once cast, you cannot do so again until you finish a long rest. Your spellcasting modifier for these spells is Charisma.

# Drezen DeVenn

Medium Humanoid, Male Elf/Dark Fey-Touched Agent of Jinxx

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Drezen DeVenn bears the signs of his Dark Fey Blood-Touch prominently in his appearance. Ironically, he is often mistaken for a Drow due to his dark, purplish skin and Elvish resemblance. But his other features betray that assumption for those that know. Nevertheless, at five-foot, eight-inches and an average build, he can blend into a crowd when he can keep his hood up.

His piercing, silver eyes could almost be mistaken as blind, but he rarely misses even the smallest details with his carefully directed gaze. A serious young man, he sometimes struggles to fit in with the other Frenta. Though they all like him well enough, he has had trouble building a lasting friendship with any of them. Often, he finds that he prefers the company of the adult Hanataz.

He listens intently to all that Mother Salvensa says, and is one of her most dedicated students. He dutifully applies himself to his training as an Agent of Jinxx. Unfortunately, his stern personality is often seen as at odds with the ways of the god of laughter, pranks, and fools.

Some have suggested he seek another path, assuring him that his diligence would be much appreciated in many other roles. Yet he

stubbornly persists, and Mother Salvensa defends his decision, reminding the doubters that even the Lord of Fools has a deadly serious side when necessary, and that Drezen's skills in laying and unraveling fiendishly complex traps and ambushes are unmatched. Kray the Blade also takes time to guide the Agent in training, helping him hone his mastery of stealth and bladework, and many see a sort of kinship between the two.

Drezen was brought to the troupe by his mother, who begged the Hanataz to take her child and protect him. As both his parents were typical Verdestian Elves, it was a great shock when the boy was born with an appearance like that of a frightening Drow. Drezen's father flew into a rage, accusing the boy's mother of not merely infidelity... but of being some sort of traitorous spy for the mysterious Dark Elves. Many in their town agreed, and she was forced to flee with her newborn to save their lives. She sought out the Hanataz, knowing he might have some chance at a decent life with the Traveling Folk.

**Secret:** On his birthday last year, during a carnival on the outskirts of Sundruun, he was approached through the bustling crowd by a pale stranger with her hood up to hide her features. Without a word, she gripped him by the wrist and pressed a scroll into his hand before spinning on her heel and disappearing into the mass of people around them. The scroll itself was mostly nondescript but for the crystal ball and crossed wands symbol pressed into the black wax seal. He has yet to open it or read its contents and hasn't spoken of it to anyone in the troupe.

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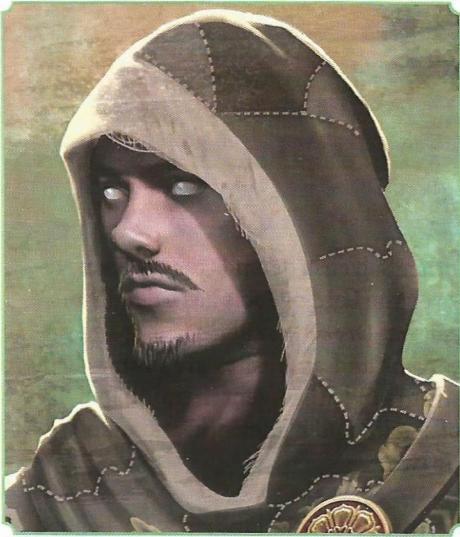
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## Character Name

### Drezen DeVenn

**Class & Level**  
Agent of Jinxx Level 1

**Race**  
Dark Fey-Touched Elf

**Alignment**

**Languages / Background**  
Common, Elvish

## Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Shortsword	+6	1d6+4
Dagger	+6	1d4+4
Hand Crossbow	+6	1d6+4

Proficiency Bonus +2	Inspiration	Passive Wisdom (Perception) 14
+2	<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Athletics	
15	Strength	
+4	<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Acrobatics <input type="checkbox"/> +4 Sleight of Hand <input type="checkbox"/> +4 Stealth	
13	Dexterity	
+2	<input checked="" type="checkbox"/> +2 Saving Throws	
14	Constitution	
+1	<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Arcana <input type="checkbox"/> +1 History <input type="checkbox"/> +1 Investigation <input type="checkbox"/> +1 Nature <input type="checkbox"/> +1 Religion	
13	Intelligence	
+2	<input checked="" type="checkbox"/> +2 Saving Throws <input type="checkbox"/> +2 Animal Handling <input type="checkbox"/> +2 Insight <input type="checkbox"/> +2 Medicine <input checked="" type="checkbox"/> +4 Perception <input type="checkbox"/> +2 Survival	
15	Wisdom	
+3	<input checked="" type="checkbox"/> +5 Saving Throws <input type="checkbox"/> +3 Deception <input type="checkbox"/> +3 Intimidation <input type="checkbox"/> +3 Performance <input type="checkbox"/> +3 Persuasion	
16	Charisma	

## Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Keen Senses:** You have proficiency in the WIS (Perception) skill.

**Trance:** You don't need to sleep, but meditate semi-consciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Feat:** Magic Initiate: You learn two cantrips of your choice from the Agent of Jinxx spell list. In addition, you learn one 1st level spell from the same list. You can cast it at its lowest level; once cast, you cannot do so again until you finish a long rest. Your spellcasting modifier for these spells is Charisma.

Armor Class 14	Initiative +4	Speed 30 ft.
MAX Hit Points 14	Current Hit Points	
Temporary Hit Points		
Hit Dice 1d8	Death Saves Total _____	Successes ○ ○ ○ Failures ○ ○ ○
Spellcasting Ability CHA	Spell Save DC 13	Spell Attack Bonus +5
<b>Proficiencies</b>		
<b>Armor:</b> Light armor		
<b>Weapons:</b> Simple weapons, hand crossbows, long-swords, rapiers, shortswords		
<b>Saving Throws:</b> Dexterity, Charisma		
<b>Additional Proficiencies:</b> Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth.		

## Equipment & Character Notes

**Weapons:** Shortsword, dagger, hand crossbow (30/120 range) with 20 bolts

**Equipment:** Explorer's pack, thieves' tools, disguise kit

# Shayaleen Felasse

Medium Humanoid, Female Half-Elf Agent of Jinxx



Most people that meet Shayaleen Felasse believe her to be a quiet, almost demure young woman. Even at a slightly above average five-foot, six-inches, she does not appear at all physically imposing. She tends to keep her face and fiery hair hidden beneath her cloak in most cases, since the white streaks in her hair and differently colored eyes are sometimes mistakenly seen as the effects of some unknown Blood-Touch. However, when she's with her friends or other Hanataz, she prefers to let her hair hang free or braided with streaming ribbons. Yet this is only one of her many guises.

With the Yunstas she is sweet and protective, and to the older Hanataz she is attentive and helpful. To her friends, like Sayaer', Kenna, and Quember, she is open and outgoing, quick to laugh and joke. To the sick she is a beacon of health and comfort. And when she is assigned a mission, she is utterly professional and ready to take a position of leadership.

Some find her changeable personality off-putting and insincere, wondering which is the 'real' Shayaleen. To her, they are all equal parts of who she is. As Mother Salvensa has pointed out, few in the troupe embody the spirit of Jinxx, the Lord of Fools with a different mask for every situation, as does Shayaleen. She embraces the

patronage of Jinxx in this spirit, fully dedicating herself to his ways and the protection of his people without falling into stodgy ritual or overly serious debates over doctrine.

She came to the troupe with Sayaer' and Cydir from a decrepit old orphanage. As the old priestess that ran the house had recently died, they would have been forced out onto the streets if the Hanataz had not taken them in. Since then she has come to consider the Blue Veil her family, and would consider no other life. Many outsiders have underestimated her, and all have realized doing so was a grave mistake.

**Secret:** One night, after the Blue Veil had made hard camp for the winter, she had stolen away from the wagons. Upon realizing that she was gone, a watch was posted to await her return. For three days they waited with no sign of her as nearly everyone in camp assumed that she had either left to pursue her own interests away from the troupe, or had ended up dead. On the fourth night, as heavy snow started to fall, she limped back into camp with a huge wound on her right calf. Despite all manner of prodding from the other members of the troupe, she has remained stubbornly silent about what she was doing and what happened during those fateful days.

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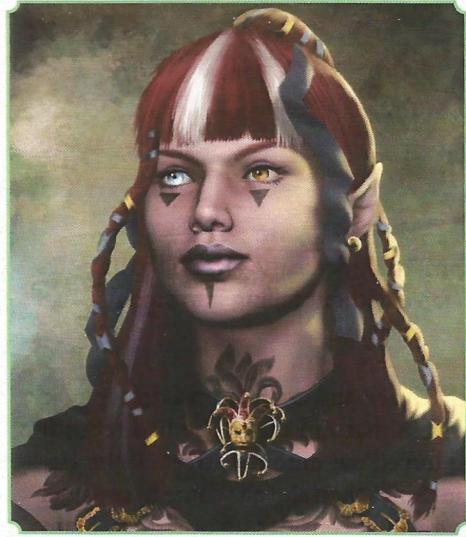
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## Character Name

# Shayleen Felasse

### Class & Level

Agent of Jinxx

Level 1

### Race

Half-Elf

### Alignment

### Languages / Background

Common, Elvish

### Attacks & Spellcasting

Name	ATK Bonus	Damage/ Type
Scimitar	+5	1d6+3
Shortbow	+5	1d6+5

Proficiency Bonus	Inspiration	Passive Wisdom (Perception)
+2		12
+1	◆ +1 Saving Throws ○ +1 Athletics	
13		
Strength		
+3	◆ +5 Saving Throws ○ +3 Acrobatics ○ +3 Sleight of Hand ○ +3 Stealth	
17		
Dexterity		
+1	◆ +1 Saving Throws	
12		
Constitution		
+2	◆ +2 Saving Throws ○ +2 Arcana ○ +2 History ○ +2 Investigation ○ +2 Nature ○ +2 Religion	
14		
Intelligence		
+2	◆ +2 Saving Throws ○ +2 Animal Handling ○ +2 Insight ○ +2 Medicine ○ +2 Perception ○ +2 Survival	
14		
Wisdom		
+4	◆ +6 Saving Throws ● +6 Deception ○ +4 Intimidation ● +6 Performance ● +6 Persuasion	
18		
Charisma		

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Weaver of Many Faces:** You have proficiency in CHA (Deception), CHA (Persuasion), and CHA (Performance) skills.

**Feat:** Magic Initiate: You learn two cantrips of your choice from the Agent of Jinxx spell list. In addition, you learn one 1st level spell from the same list. You can cast it at its lowest level; once cast, you cannot do so again until you finish a long rest. Your spellcasting modifier for these spells is Charisma.

Armor Class	Initiative	Speed
13	+3	30 ft.
MAX Hit Points	Current Hit Points	
13		
Temporary Hit Points		
Hit Dice	Death Saves	
1d8	Successes ○ ○ ○	
Total _____	Failures ○ ○ ○	
Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	14	+6
Proficiencies		
<b>Armor:</b> Light armor		
<b>Weapons:</b> Simple weapons, hand crossbows, long-swords, rapiers, shortswords		
<b>Saving Throws:</b> Dexterity, Charisma		
<b>Additional Proficiencies:</b> Choose four from Acrobatics, Athletics, Insight, Intimidation, Investigation, Sleight of Hand, and Stealth.		

### Equipment & Character Notes

**Weapons:** Two scimitars, shortbow (80/320 range) with 20 arrows

**Equipment:** Burglar's pack, thieves' tools, disguise kit

# Quember Rand

Medium Humanoid, Male Human/Earth-Touched Cleric



Quember Rand has a blocky, impressive build, making him look somewhat taller than his actual height of five-foot, seven-inches. His features generally resemble those of his Sundestian ancestors, though his family traveled across the sea to southern Andvalla several generations ago. His bright red hair and beard certainly stand out, and his golden eyes glint in even the dimmest light. Even Mother Salvensa thought he was Fire-Touched when he first joined the troupe, but eventually they discerned that he manifested a volcanic aspect of an Earth Blood-Touch.

Some would say Quember has had a rough start to life, but he knows luck has always been on his side. He was singled out and taken from his home by a secretive elementalist cult that recognized his Blood-Touch. Yet when they dragged him out to the wastelands east of Andvalla, their rites – which involved heavy drinking – saw them forget to lock his cage and he was able to escape.

Surrounded by endless barren badlands on all sides, he picked a direction at random, and would have perished if it had not happened to lead him to a lush oasis. And he may have been stuck there for the rest of his life had not a large and robust Andvallian Kinghorse – replete with gear and provisions – come to the oasis. Searching

the saddlebags, Quember located a map that directed him to the West. He would have surely died in the long trek had he not luckily found a number of watering holes on the ride. Then, upon arriving at the border of Andvalla, he was attacked and nearly killed by bandits who stole his horse and left him for dead. Even though his wounds were grievous, he survived two days beside the road in a ditch before the Blue Veil troupe happened by and rescued him.

After his wounds were healed, Anton told the young man of the goddess Kizmya... and given his extraordinary adventure, Quember knew she must surely have been watching over him. He dedicated himself thereafter to studying her ways under Anton's tutelage. Quember is typically quiet, yet he possesses a dry sense of humor that too often goes unappreciated. He has a keen sense for irony, and almost seems to attract bizarre and unlikely occurrences. He is always calm and cool-headed, even in the direst circumstances, as his trust in his divine patron and her lucky favor is absolute; no matter how bad things look, he knows they will eventually turn for the good in the most unlikely ways.

Despite the fact that he often fades into the background of most conversations, it seems everyone in the troupe, and especially the other Frenta, love to have Quember around. A Cleric of Kizmya, even one in training, must surely be lucky. Several incredible runs in games of chance with Quember watching have only confirmed this legend. Besides this, he is affable and easygoing, and his rumbling laughter is infectious.

**Secret:** Over the last several years, there have been whispers that the same elementalist cult that had originally stolen him away from his home have been active in the areas around Nevermore, Prondadol, and Wavecrest. Few in the troupe know of the hardships he endured in his life, so he has been hesitant to confide his worry that he may yet run afoul with the cult who failed to complete their rituals last time.

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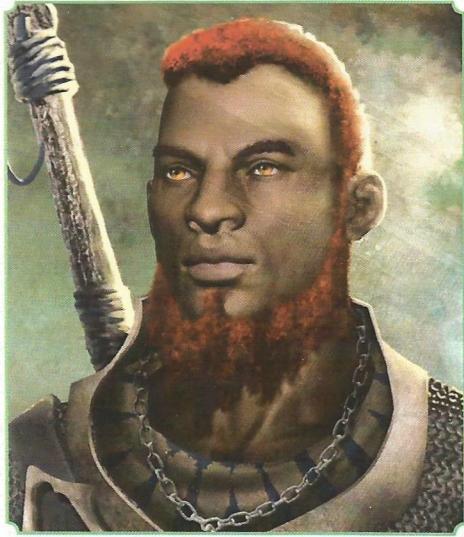
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### Character Name

**Quember Rand**

**Class & Level**  
Cleric      Level 1

**Race**  
Earth-Touched Human

**Alignment**

**Languages / Background**  
Common

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Mace	+5	1d6+3

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	14
		<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Athletics		
Strength	16			
		<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Acrobatics <input type="checkbox"/> +1 Sleight of Hand <input type="checkbox"/> +1 Stealth		
Dexterity	12			
		<input checked="" type="checkbox"/> +3 Saving Throws		
Constitution	17			
		<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Arcana <input type="checkbox"/> +1 History <input type="checkbox"/> +1 Investigation <input type="checkbox"/> +1 Nature <input type="checkbox"/> +1 Religion		
Intelligence	12			
		<input checked="" type="checkbox"/> +6 Saving Throws <input type="checkbox"/> +4 Animal Handling <input type="checkbox"/> +4 Insight <input type="checkbox"/> +4 Medicine <input type="checkbox"/> +4 Perception <input type="checkbox"/> +4 Survival		
Wisdom	18			
		<input checked="" type="checkbox"/> +4 Saving Throws <input type="checkbox"/> +2 Deception <input type="checkbox"/> +2 Intimidation <input type="checkbox"/> +2 Performance <input type="checkbox"/> +2 Persuasion		
Charisma	15			

### Features & Traits

**Blessed by Kizmya:** Once per long rest, when you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and choose which to use.

**Stone-Touched:** You are resistant to acid damage.

**Merge with Stone:** You can cast Pass Without Trace (without needing material components) once per long rest. WIS is your spellcasting ability.

Armor Class	16	Initiative	+1	Speed	30 ft.
MAX Hit Points	15	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d8	Death Saves			
Total		Successes	○ ○ ○	Failures	○ ○ ○
Spellcasting Ability	WIS	Spell Save DC	14	Spell Attack Bonus	+6

**Proficiencies**

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons

**Saving Throws:** Wisdom, Charisma

**Additional Proficiencies:** Choose two from History, Insight, Medicine, Persuasion, and Religion.

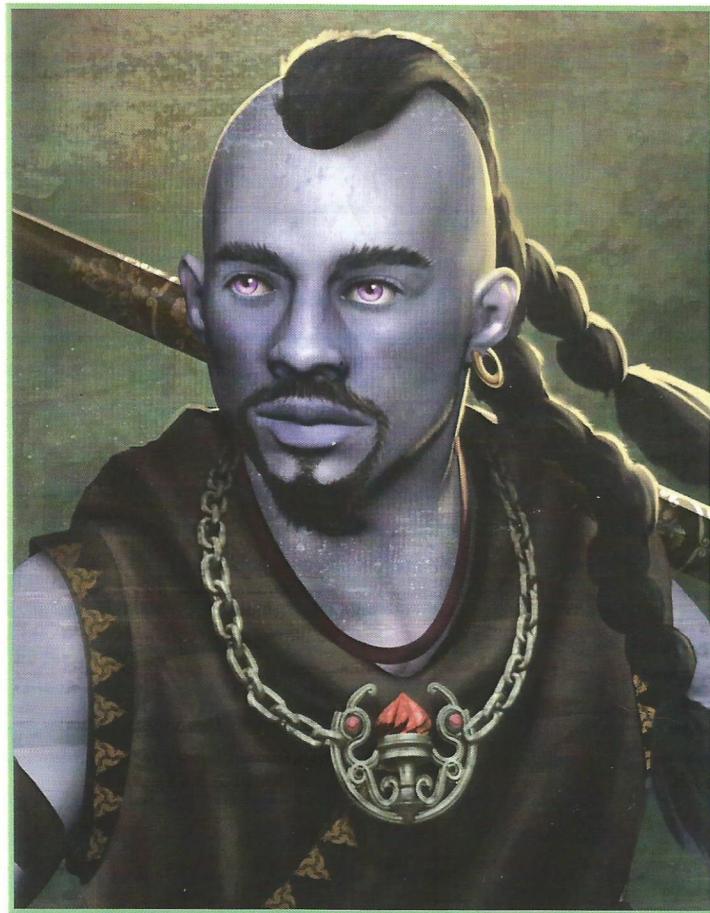
### Equipment & Character Notes

**Weapons:** Mace

**Equipment:** Priest's pack, chain shirt, shield

# Cydir of the Blind Wind

Medium Humanoid, Male Human/Air-Touched Monk



Cydir of the Blind Wind is a quiet young man who rarely loses control of his temper. He has been trained in the ways of the Order of the Four Fates (by Brayan) though he is clearly not a member of the order. He has also been taught the first steps on the Path of Mysteries. He is five-foot, ten-inches tall with a lean and muscular frame. He shaves his head save for a long, braided ponytail in the style of his mentor, Brayan. Like Brayan, Cydir carries the Blood-Touch of Elemental Air and, as such, has bluish skin and slightly almond-shaped eyes that are a vivid purple. He sports a thin, well-trimmed mustache and goatee.

His mentor sees great promise in him, though he finds that Cydir must be frequently reminded that balance is key to the path he has chosen, and merely attaining physical perfection is not enough. He was one of the orphans rescued from the closing orphanage with Sayaer' and Shayaleen, and though he has not maintained a close relationship with them, neither does he bear them any animosity; they simply have chosen a very different path. Cydir does enjoy sparring with Rezzor, as their highly different styles provide an excellent challenge and a great chance to hone their skills.

Through Brayan's tutelage, Cydir has begun to explore the potential

of his Air-Touched blood and is capable of harnessing raw storm magic and focussing it through his fists when he strikes. However, he has been unable to learn how to channel this same elemental magic when using rudimentary weapons, so he has committed to training solely in unarmed combat.

**Secret:** During a training session with Brayan, the old Monk told him that he would need to have his talents honed to a razor's edge if he should ever encounter others from differing monastic orders. Specifically from the Order of the Four Fates or Onyx Tiger. Brayan would speak no more on the matter but approached his pupil and placed a grizzled hand on his shoulder before saying: "Like the blind wind sweeps away those not anchored by truth and steadfast determination, so too will you need to push aside earthly trappings and obstructions to achieve mastery and true enlightenment."

Because Cydir has no official connection to any Monkish order, and due to his master's words, he refers to himself as Cydir of the Blind Wind.

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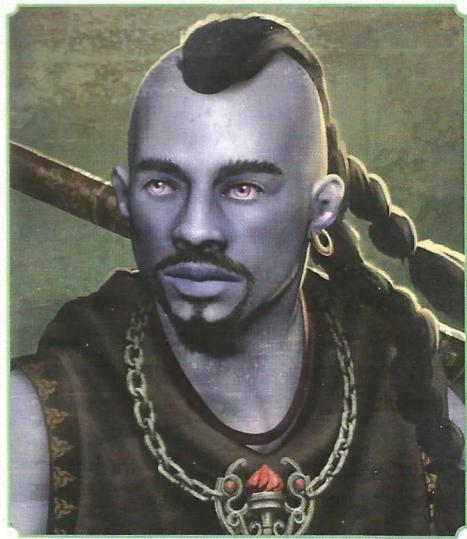
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**Character Name**
**Cydir of the Blind Wind**
**Class & Level**
**Monk**      Level 1

**Race**
**Air-Touched Human**
**Alignment**
**Languages / Background**
**Common**

<b>Proficiency Bonus</b>	<b>Inspiration</b>	<b>Passive Wisdom (Perception)</b>
+2		12

+2	◆ +4 Saving Throws
15	○ -2 Athletics
Strength	

+4	◆ +7 Saving Throws
19	● +6 Acrobatics
Dexterity	○ +4 Sleight of Hand
	○ +4 Stealth

+2	◆ +2 Saving Throws
15	Constitution

+1	◆ +1 Saving Throws
12	○ +1 Arcana
Intelligence	○ +1 History
	○ +1 Investigation
	○ +1 Nature
	○ +1 Religion

+2	◆ +2 Saving Throws
15	○ +2 Animal Handling
Wisdom	○ +2 Insight
	○ +2 Medicine
	○ +2 Perception
	○ +2 Survival

+1	◆ +1 Saving Throws
13	○ +1 Deception
Charisma	○ +1 Intimidation
	○ +1 Performance
	○ +1 Persuasion

<b>Armor Class</b>	<b>Initiative</b>	<b>Speed</b>
16	+4	30 ft.

<b>MAX Hit Points</b>	<b>Current Hit Points</b>
14	

<b>Temporary Hit Points</b>

<b>Hit Dice</b>	<b>Death Saves</b>
1d8	Successes ○ ○ ○
Total _____	Failures ○ ○ ○

<b>Spellcasting Ability</b>	<b>Spell Save DC</b>	<b>Spell Attack Bonus</b>
WIS	12	+4

**Proficiencies**
**Weapons:** Simple weapons, shortswords

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Strength, Dexterity

**Additional Proficiencies:** Choose two from Athletics, History, Insight, Religion, and Stealth.

**Attacks & Spellcasting**

Name	ATK Bonus	Damage/Type
Unarmed Strike	+6	1d4+4
Throw Star (Dart)	+6	1d4+4

**Features & Traits**
**Heightened Reflexes:** You have proficiency in the Dexterity (Acrobatics) skill.

**Martial Prowess:** You have an additional +1 modifier to Dexterity saves.

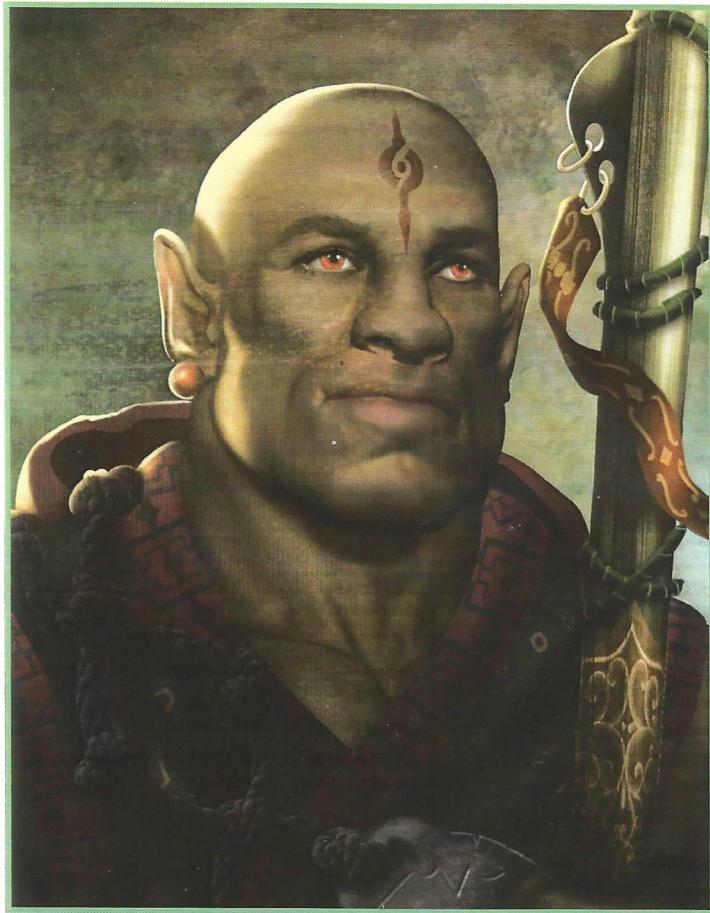
**Strike of the Blind Wind:** You know the Shocking Grasp cantrip and can add your DEX modifier to the attack and damage rolls. Shocking Grasp counts as an unarmed melee attack action for the purposes of Martial Arts.

**Equipment & Character Notes**
**Weapons:** Eight throw stars (darts 20/60 range)

**Equipment:** Explorer's pack

# Rezzor Haze

Medium Humanoid, Male Half-Sarth/Troll-Touched Monk



Just about everyone misjudges Rezzor Haze when they first see him, assuming him to be just some Half-Orc brute. In actuality, his features come from Troll-Touched blood mixed with his Sundestian Human and Sarthic heritage (though the Sarthic influence is almost unnoticeable). At six-foot, five-inches tall, with broad shoulders and well-defined muscles, there is no mistaking his physical prowess. Yet Rezzor is not a slow, artless slab of brute strength. He is shockingly light and nimble on his feet, and his keen sense of balance is unshakable.

Although Brayan helps guide Rezzor in his study of martial arts, the young man has dedicated himself to mastering the Sarth-inspired "Eb Wat" wrestling style practiced by his ancestors, which is all but unknown in Verdestia. He diligently practices the complex holds, grapples, and stretches that make the style virtually incapable – all learned from the worn pages of the treatise he has treasured since childhood.

The book was his only possession when he joined the troupe. His family was decimated by a plague that swept through the mining town of Rockslide in the sovereignty of Andvalla. When the horrible disease had completed its work, Rezzor was the only one who

remained alive from his clan. Though not banished or killed by the community, without the protection of his family, the leaders of the town forced him into hard labor, as they feared him for his appearance. After this, he worked long hours in the mines and received little coin and food. One day, fed up with how poorly he was treated, he simply walked away, following the Hanataz troupe that had recently passed through town. When he caught up, the Blue Veil welcomed him warmly.

Rezzor and Quember believe they may be distant relatives, or at least that their families were likely acquainted, as both are of Sundestian descent from families that crossed the sea and settled in southern Andvalla several generations ago. He is also good friends with Theros and Cassarine Vegla, who make good sparring partners; and Borag has an eye on him for spicing up the wrestling ring, as his exotic style is quite visually impressive.

**Secret:** Although he has never seen fit to ask anyone in the troupe regarding his unique heritage, he is incredibly curious to learn more about the Sarth people and discover how his family line came to include the blood of the Trolls. One day, he hopes to travel back across the sea to find the answer to that question as well as to lay eyes on the fabled Sarth cities of Zustrenia.

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**Character Name**  
**Rezzor Haze**

**Class & Level**  
Monk                   Level 1

**Race**  
Troll-Touched Half-Sarth

**Alignment**

**Languages / Background**  
Common, Sarthic

#### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Quarterstaff	+6	1d6+4
Unarmed Strike	+6	1d4+4
Throw Star (Dart)	+6	1d4+4

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)
			12
		+6 Saving Throws +6 Athletics	
	Strength	18	
			+5 Saving Throws +5 Acrobatics +3 Sleight of Hand +3 Stealth
	Dexterity	17	
			+3 Saving Throws
	Constitution	16	
			+1 Saving Throws +1 Arcana +1 History +1 Investigation +1 Nature +1 Religion
	Intelligence	12	
			+2 Saving Throws +2 Animal Handling +2 Insight +2 Medicine +2 Perception +2 Survival
	Wisdom	14	
			+0 Saving Throws +0 Deception +0 Intimidation +0 Performance +0 Persuasion
	Charisma	10	

#### Features & Traits

**Trollblood Regeneration:** You gain back an extra hit die when you take a long rest.

**Savage Attacks:** When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

**Natural Athleticism:** You are proficient in STR (Athletics) and DEX (Acrobatics) skills.

Armor Class	15	Initiative	+3	Speed	30 ft.
MAX Hit Points	15	Current Hit Points			
Temporary Hit Points					
Hit Dice	1d8	Death Saves			
Total		Successes	○ ○ ○	Failures	○ ○ ○
Spellcasting Ability	WIS	Spell Save DC	12	Spell Attack Bonus	+4

#### Proficiencies

**Weapons:** Simple weapons, shortswords

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Strength, Dexterity

**Additional Proficiencies:** Choose two from History, Insight, Religion, and Stealth.

#### Equipment & Character Notes

**Weapons:** Quarterstaff (Versatile 1d8), six throw stars (darts 20/60 range)

**Equipment:** Dungeoneer's pack

# Crendon Sharn

Medium Humanoid, Male Half-Elf Bard



Crendon Sharn is among the older Frenta, yet his youthful features give him the appearance of a boy scarcely into puberty. His sarcastic smirk and stylishly coiffed blonde hair betray a hint of teenage bravado. Crendon stands at five-foot, nine-inches tall and has a slim build which has caused many to underestimate his combat prowess... to their detriment.

He is well liked by all in the troupe, and despite his age he seems to need little in the way of guidance, as he is already a master at several instruments. Nevertheless, Greyson and Grelda mentor him in how to apply his raw talent. Never caught off-guard, he has a witty retort for every situation, ranging from harmless and playful to biting and incisive.

Some wonder why he travels with the Blue Veil, as he has no family ties or signs of a Blood-Touch. Truthfully it would be little trouble for him to make his own way in the world. However, Crendon simply enjoys life on the road and the good people of the troupe, and feels no desire to live any other way. Something about the constant travel as well as the excitement, whether good or ill, that seems to surround the Hanataz people appeals to the young man as he constantly craves entertainment and diversion.

**Secret:** It is whispered that he alone knows the dark truth of Greyson and Grelda's past; what drove them to seek out a life forever on the move at the edges of society. Stranger still, he apparently knew who, or what, hunted them before he joined the Blue Veil as a young boy. Whatever the truth of the matter, he has never betrayed their trust with so much as a hint to anyone else. It is rumored that he may be mixed up in whatever circumstances haunt them... but that is all just speculation from inquisitive minds.

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Character Name  
**Crendon Sharn**

<b>Class &amp; Level</b>	
Bard	Level 1
<b>Race</b>	
Half-Elf	
<b>Alignment</b>	

### Languages / Background

## Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Rapier	+5	1d8+3
Hand Crossbow	+5	1d6+3

<b>Proficiency Bonus</b>	<b>Inspiration</b>	<b>Passive Wisdom (Perception)</b>
+2		10
 +1	 +1 	<b>Strength</b>
 +3	   	<b>Dexterity</b>
 +1		<b>Constitution</b>
 +2	     	<b>Intelligence</b>
 +0	     	<b>Wisdom</b>
 +4	    	<b>Charisma</b>

## Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Gifted Performer:** You have advantage on CHA (Performance) and CHA (Persuasion) skills when you are using a musical instrument.

Armor Class	Initiative	Speed
13	+3	30 ft.
MAX Hit Points		Current Hit Points
13		
Temporary Hit Points		
Hit Dice		Death Saves
1d8		Successes <input type="radio"/> <input type="radio"/> <input type="radio"/>
Total _____		Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>
Spellcasting Ability	Spell Save DC	Spell Attack Bonus
CHA	14	+6
<b>Proficiencies</b>		
<b>Armor:</b> Light armor		
<b>Weapons:</b> Simple weapons, hand crossbows, long-swords, rapiers, shortswords		
<b>Tools:</b> Three musical instruments of your choice		
<b>Saving Throws:</b> Dexterity, Charisma		
<b>Additional Proficiencies:</b> Choose three from Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, Sleight of Hand, Stealth, and Survival.		

## Equipment & Character Notes

**Weapons:** Rapier, hand crossbow (30/120 range) with 20 bolts

*Equipment:* Entertainer's pack, lute

# Vaness' Alana's

Medium Humanoid, Female Elf Druid



Vaness' Alana's unmistakably possesses the wild and verdant beauty of the Wood Elves, with her straw-colored hair streaked by bands of forest green, sharply-pointed ears, and shimmering green eyes. She stands five-foot, two-inches tall, and seems to glide with effortless grace wherever she goes.

She is a wise and polite young woman, but rather odd. She is loved and accepted like any member of the troupe, but even in such varied company a full-blooded Elf is somewhat unusual, and she is stranger still.

Vaness' is not unsociable, but seems to be naturally aloof and has strange, muted reactions to things. She listens intently to everyone, but rarely makes eye contact, and seems lost in day-dreams when on her own. On those rare occasions she talks at much length, her speech turns to rambling parables that drift off mid-sentence. She will smile at odd moments without an obvious prompt, but her features often remain passive during even the most joyous celebrations. If asked about it, she seems confused by others confusion.

Yet Vaness' appears to have a deep and intuitive connection with

other living things, especially animals. She assists Selvra in managing the beasts, and her empathetic connection to the troupe's creatures has been extremely helpful in preventing stampedes of panicked horses and in locating stolen herds of cows. She is quickly learning a wide variety of Druidic lore from Selvra, and has even given the Beastmaster a few new insights in return.

**Secret:** She was brought to the troupe only a few years ago by her father. He spoke little of what drove him to bring his daughter out of the secretive enclaves of their kind, but his urgency was apparent. He did warn the leaders of the Blue Veil that Vaness' is the mirror image of her mother, but if such a woman were ever to appear looking for the girl, they must refuse her no matter what, and should flee with all haste from her. He also spoke in hushed tones with Mother Salvensa of a Blood-Touch on Vaness'... but no one else in the troupe has ever spotted so much as a hint of what it could be, as her appearance seems to be the ideal of a young Elf woman. Indeed, Vaness' herself seems to have no knowledge of any Blood-Touch at all.

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### Character Name

**Vaness' Alana's**

**Class & Level**  
Druid      Level 1

**Race**  
Elf

**Alignment**

**Languages / Background**  
Common, Elvish

### Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Sickle	+5	1d4+3
Dagger	+5	1d4+3
Dart	+5	1d4+3

Proficiency Bonus	+2	Inspiration	Passive Wisdom (Perception)	14
	+1	<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Athletics		
	12	Strength		
	+3	<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Acrobatics <input type="checkbox"/> +3 Sleight of Hand <input type="checkbox"/> +3 Stealth		
	16	Dexterity		
	+1	<input checked="" type="checkbox"/> +1 Saving Throws		
	13	Constitution		
	+3	<input checked="" type="checkbox"/> +3 Saving Throws <input type="checkbox"/> +3 Arcana <input type="checkbox"/> +3 History <input type="checkbox"/> +3 Investigation <input type="checkbox"/> +3 Nature <input type="checkbox"/> +3 Religion		
	16	Intelligence		
	+4	<input checked="" type="checkbox"/> +4 Saving Throws <input type="checkbox"/> +4 Animal Handling <input type="checkbox"/> +4 Insight <input type="checkbox"/> +4 Medicine <input type="checkbox"/> +4 Perception <input type="checkbox"/> +4 Survival		
	18	Wisdom		
	+1	<input checked="" type="checkbox"/> +1 Saving Throws <input type="checkbox"/> +1 Deception <input type="checkbox"/> +1 Intimidation <input type="checkbox"/> +1 Performance <input type="checkbox"/> +1 Persuasion		
	13	Charisma		

### Features & Traits

**Darkvision:** You can see in darkness without discerning color up to 60 ft.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

**Elven Magic:** You know the Minor Illusion cantrip. WIS is your spellcasting ability.

**Wild Kin:** You have advantage on WIS (Animal Handling) checks made against animals that are not hostile to you.

Armor Class	13	Initiative	+3	Speed 30 ft.
MAX Hit Points	13	Current Hit Points		
Temporary Hit Points				
Hit Dice	1d8	Death Saves		
		Total _____		
Spellcasting Ability	WIS	Spell Save DC	14	Spell Attack Bonus +6
Proficiencies				
<b>Armor:</b>	Light armor, medium armor, shields (Druids will not wear armor or use shields made of metal)			
<b>Weapons:</b>	Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears			
<b>Tools:</b>	Herbalism kit			
<b>Saving Throws:</b>	Intelligence, Wisdom			
<b>Additional Proficiencies:</b>	Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.			

### Equipment & Character Notes

**Weapons:** Sickle, two daggers, four darts (20/60 range)

**Equipment:** Explorer's pack, druidic focus, herbalism kit