|  |  |  |  |  |
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| **Name** | Muni |  | **Sidekick Class** | Expert |
|  |  |  |  |  |
| **HP** | 20 |  | **AC** | 15 |
|  |  |  |  |  |
| **Melee attack** | +4 to Hit | 1d8+2 Damage |  |  |
| **Ranged attack** | +4 to Hit | 1d4+2 Damage |  |  |
|  |  |  |  |  |
| **Helpful** | Can take the Help action as a bonus action | | | |
| **Cunning Action** | Can take the Dash, Disengage, or Hide action as a bonus action | | | |

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| **Name** | Geera |  | **Sidekick Class** | Warrior (Att) |
|  |  |  |  |  |
| **HP** | 20 |  | **AC** | 15 |
|  |  |  |  |  |
| **Melee attack** | +6 to Hit | 1d6+2 Damage |  |  |
| **Ranged attack** | +6 to Hit | 1d6+2 Damage |  |  |
|  |  |  |  |  |
| **Second wind** | Once per long rest, can regain 1d10+3 HP as a bonus action | | | |
| **Improved Crit** | Scores critical hits on 19 and 20 | | | |

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| **Name** | Cook |  | **Sidekick Class** | Warrior (Def) |
|  |  |  |  |  |
| **HP** | 25 |  | **AC** | 15 |
|  |  |  |  |  |
| **Melee attack** | +4 to Hit | 1d8+2 Damage |  |  |
|  |  |  |  |  |
| **Defender** | +2 bonus to all attack rolls (included) | | | |
| **Second wind** | Once per long rest, can regain 1d10+3 HP as a bonus action | | | |
| **Improved Crit** | Scores critical hits on 19 and 20 | | | |

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| **Name** | Liv |  | **Sidekick Class** | Spellcaster (Heal) |
|  |  |  |  |  |
| **HP** | 20 |  | **AC** | 15 |
|  |  |  |  |  |
| **Dagger** | +4 to Hit | 1d4+2 Damage |  |  |
|  |  |  |  |  |
| **Cantrips** | At Will: Guidance (C), Spare the Dying | | | |
| **Level 1 Spells** | 3 slots: Animal Friendship, Cure Wounds, Speak with Animals (R) | | | |

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| **Name** | Bob |  | **Sidekick Class** | Warrior (Att) |
|  |  |  |  |  |
| **HP** | 20 |  | **AC** | 15 |
|  |  |  |  |  |
| **Melee attack** | +6 to Hit | 1d8+2 Damage |  |  |
|  |  |  |  |  |
| **Second wind** | Once per long rest, can regain 1d10+3 HP as a bonus action | | | |
| **Improved Crit** | Scores critical hits on 19 and 20 | | | |

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| **Name** | Kawrl |  | **Sidekick Class** | Expert |
|  |  |  |  |  |
| **HP** | 20 |  | **AC** | 15 |
|  |  |  |  |  |
| **Melee attack** | +4 to Hit | 1d4+2 Damage |  |  |
| **Ranged attack** | +4 to Hit | 1d8+2 Damage |  |  |
|  |  |  |  |  |
| **Helpful** | Can take the Help action as a bonus action | | | |
| **Cunning Action** | Can take the Dash, Disengage, or Hide action as a bonus action | | | |