

TARAN OF THE BORDERLANDS

STR +2 +4 *M Human Paladin (7th) LG - Oath of Devotion*
DEX +2 +4
CON +2 +4 **Senses** PP: 14
INT +1 +3 **Languages** Common, Elvish, Draconic, Giant
WIS +1 +6 **XP**
CHA +2 +7 **Proficiency Bonus** +3

Skills Insight +4, Intimidation +5, Medicine +4, Perception +4, Religion +4

Immunities: magical sleep, disease
Aura of Devotion: 10' can't be charmed

Aura of Protection: 10' +2 Save
Fey: Advantage on Charmed Saves

20 46 +2 30'

Multiattack: 2 attacks

Longsword: +5, 0' r 1d10+2 Slashing

Lance: +5, 0' r 1d8+2 Piercing

Longbow: +5, range 150/600' 1d8+2 Piercing

Dagger: +5, 3' r 1d4+2 Piercing

Channel Divinity: (1/Rest)

Sacred Weapon: Make a weapon magical: +2 att, 20' light (1 min)

Turn Unholy: Undead/ fiends 30' DC

13 WIS Save or turned for 1 min

Divine Sense: Detect undead, celestials, fiends, consecrated/ deconsecrated object or place. 60'. 3x/long rest

Lay On Hands: 35 pts; heal hp or 5 pts to cure disease/neutralize poison

Grappler Feat. Advantage on attacks against creatures grappled; can use an action to pin the creature

Grappler: Restrain a creature he's grappling

Divine Smite. Melee hit; use 1 X-th level spell slot to deal extra (X+1)d8 Radiant, up to 5d8. +1d8 on fiend or undead

Spellcasting: CHA +5 attack; 13 Save
1/day: *Protection from Evil & Good, Sanctuary, Lesser Restoration, Zone of Truth.*

GRAEME TRUESEEKER

STR +2 +2 *Cleric 4 of Trithereon - War Domain M Human, CG*
DEX -1 -1 **Senses** Perception +6; PP: 14
CON +1 +1 **Languages** Common, Elvish, Orcish
INT +0 +0 **Background:** Wayfarer
WIS +4 +6 **XP:** 2,889 **PB** +2
CHA +1 +3

Skills Acrobatics +4, Athletics +2, Insight +6, Medicine +6, Persuasion +2, Religion +2, Stealth +1, Survival +4

Gear: scale mail (AC 14), shield (AC +2), spear, holy symbol: amulet

Healer Feat: Healing kit allows treated to use one HP Dice to recover HP. Reroll HP restored if result=1.

Lucky: 2 Luck Points: use for Adv or impose Disadv. Regain after Long Rest

Channel Divinity: 1x/Short Rest or

2x/Long Rest

Divine Spark target in 30' heals

1d8+4 OR inflict 1d8+4 Necrotic or

Radiant (CON Save 1/2 damage)

Turn Undead 30'; WIS Save or

Frightened & Incapacitated for 1 min or until damaged

15 27 +6 30'

Spear: +4, 20/60' range; 1d6+2 Piercing

Mace: +4, 5' r; 1d6+2 Bludgeoning

Sacred Flame: +6 1d8 Radiant DEX

Save DC14

Spellcasting: +6 Spell Save DC14

BONUS ACTIONS

War Priest: bonus attack 4x between Short or Long Rests

GARETH (OF VERBOBONC)

STR +0 +0 *Rogue 4 (Thief) M Human, NG*
DEX +4 +6 **Senses** Perception +1; PP: 11
CON +1 +1 **Languages** Common, Thieves Cant, Elvish, Goblin
INT +1 +3 **Background:** Guide
WIS -1 -1 **XP:** 2,835 **PB** +2
CHA +2 +2

Skills Acrobatics +4, Athletics +2, Deception +2, Insight +1, Persuasion +2, Sleight of Hand +8, Stealth +8

Gear: leather armor (AC 11), rapier, 2 daggers, shortbow and 20 arrows. Cartographer's tools, thieves' tools

Alert Feat: Initiative boosted, able to swap initiative with another.

Second-Story Work: climbing costs no extra movement

15 27 +6 30'

Shortbow: +6, 80/320' range; 1d6+4

Piercing

Rapier: +6, 5' r; 1d8+4 Piercing

Dagger: +6, 5' r; or 20/60' range 1d4+4

Piercing

Sneak Attack: 1/turn, +2d6 damage if attack with Advantage

BONUS ACTIONS

Cunning Action: Dash, Disengage, or Hide. Also Fast Hands (Sleight of Hand)

Steady Aim: bonus action for adv. attack if not moving

THORLAG (OF THE SCHNAI)

STR +4 +6 *Barbarian 4 - Berserker M Human, N*
DEX +2 +2 **Senses** Perception +3; PP: 13
CON +2 +4 **Languages** Common, Fruz (Cold Tongue), Dwarvish,
INT -1 -1 **Background:** Sailor
WIS +1 +1 **XP:** 2,943 **PB** +2
CHA +0 +0

Skills Acrobatics +2, Animal Handling +3, Athletics +6, Insight +1, Intimidation +2, Nature +1, Persuasion +2, , Sleight of Hand +2, Stealth +2, , Survival +1

Gear: greataxe, dagger, handaxe, 2 handaxes, 5 javelins

14 49 +2 30'

Greataxe: +6, 5' r, 1d12+4 Slashing

Cleave: on hit 1/turn 2nd target

within 5' 1d12 Slashing

Handaxe: +6, 5' r or range 20/60' 1d6+4

Slashing

Vex: on hit, Advantage on next attack

on target

Javelin: +6 5' r or range 30/120' 1d6+4

Piercing

BONUS ACTIONS

Rage Effects: bonus action to begin

▸ Advantage on STR checks and Saves

▸ +2 STR-based melee damage

▸ Resistance (1/2 damage) from Bludgeoning, Piercing or Slashing