Rogue L2 *Arana Alewind* (Wood Elf)

Bleached blonde pulled to one side; piercing blue eyes. Small silver necklace from parents. Leather armor, rapier, shortbow, black cloak. Very young.

STR +0 DEX +3* CON +1 INT +1* WIS +3 CHA −1

ACROBATICS	PERCEPTION	STEALTH
DECEPTION	SLEIGHT OF HAND	INVESTIGATION[E]
INSIGHT		
THIEVES' TOOLS[E]	COMMON	
DISGUISE KIT	ELVISH	

Darkvision 60 ft. AC 14. Orphan.
Bonus Actions: Cunning Action.
Motivation: Find family.

Cleric L2 *Gwyndelle Graybelt* (Hill Dwarf)

Blond braid, gray cloak. Chain shirt, holy pendant (crossed battleaxes). Warhammer, crossbow, shield. Intense.

STR +2 DEX +1 CON +3 INT +0 WIS +2* CHA −1*

INSIGHT	HISTORY	
RELIGION	MEDICINE	
COMMON	OLD TONGUE	BREWER'S SUPPLIES
DWARVISH	GOBLIN	

Darkvision 60 ft. AC 16. Spell DC 12. Spell attack +4. Acolyte.
Bonus Actions: Healing Word, Divine Favor, Shield of Faith, War Priest [○=○=○/day].
Motivation: Become a true adult.

Ranger L2 *Elodie* (Wood Elf)

Copper hair, leaves in the braid; green eyes. Green cape. Longbow, shortsword, leather armor.

STR +0* DEX +3* CON +1 INT −1 WIS +3 CHA +1

ANIMAL HANDLING	ATHLETICS	PERCEPTION
	NATURE	SURVIVAL
ARBORIST'S TOOLS	COMMON	SYLVAN
	ELVISH	

Darkvision 60 ft. AC 14. Spell DC 13. Spell attack +5. Arborist.
Bonus Actions: Hunter's Mark.
Favored enemy: undead. Favored terrain: forest.
Motivation: Satisfy wanderlust.

Druid L2 *Mira Woolbrook* (Stout Halfling)

Black hair, black clothes. Staff, scimitar, shield, leather armor. Black tourmaline on lanyard. Erect posture—looks tall. Full adult.

STR +1 DEX +3 CON +2 INT +0* WIS +2* CHA −1

ATHLETICS	MEDICINE	
SURVIVAL	PERCEPTION	
HERBALISM KIT	COMMON	HALFLING
FLUTE	DRUIDIC	OLD TONGUE

AC 14. Spell DC 12. Spell attack +4. Outlander (gatherer). Scimitar attack +5, 1d6+3 slashing.
Motivation: fight evil.

Passive Perceptions:
15 (Arana, Elodie)
14 (Mira)
12 (Gwyndelle)

Passive Insights:
15 (Arana)
14 (Gwyndelle)
13 (Elodie)
12 (Mira)

Durable Effects

Bless [C]	1 min.	*Resistance* [C]	1 min.
Charm Person	1 hour	*Shape Water*	1 hour
Detect Magic [C]	10 min	*Shield of Faith* [C]	10 min.
Detect Poison and Disease [C]	10 min	*Speak w/Animals*	10 min.
Divine Favor	1 min.	*Turn Undead*	1 min.
Hunter's Mark [C]	1 hour	*Wild Shape*	1 hour
Light	1 hour		

Offensive Spells and Features

Attack roll	Saving throw
Produce Flame	*Charm Person* (WIS 12)
Sneak Attack	*Turn Undead* (WIS 12)
Thorn Whip	