

Caverns and Dragons Character Bios



Select your Adventurer!

1. Read the Bios and determine which adventurer you would like to play as.
2. Complete the attached form. A miniature and character sheet will be created and provided for your selected adventurer. This will be yours to keep!

Form Link: <https://forms.office.com/r/YKUd44GtuL>



Millibell Brightspark

- **Artificer**
- **Lawful Neutral**
- **Female Rock Gnome Artillerist.**
- A genius in the scientific study of projectile weaponry. Millibell is always tinkering away, improving on her armaments. However, the resources needed are expensive, so she hires her skills out when her coffers are low. She also enjoys target practice in any spare time she has.
- **Strengths:**
 - **Gnome Cunning:** Advantage on saves against magic (Intelligence, Wisdom, Charisma).
 - **Intelligence Synergy:** Forest Gnome's +2 Intelligence boosts artificer abilities.
 - **Natural Stealth:** Small size and Minor Illusion cantrip for concealment and trickery.
- **Weaknesses:**
 - **Low Hit Points:** Small size and lack of high Constitution can reduce survivability.
 - **Range Limitations:** Handguns typically have shorter ranges compared to other ranged weapons like bows or crossbows.



Garstang GutGuzzler

➤ Barbarian

➤ Chaotic Neutral

➤ Male Half-Orc Berserker

➤ A fearless brute from the fringes of the civilised world. Garstang travels the land seeking worthy opponents to cleave apart with his greataxe. The sound and smell of battle is what he craves, getting paid for it is just a bonus.

➤ Strengths:

- Relentless Endurance: Once per long rest, drop to 1 HP instead of 0.
- Savage Attacks: Extra weapon damage dice on critical hits.
- Frenzy (Path of the Berserker): Extra attack as a bonus action while raging.

➤ Weaknesses:

- Exhaustion Risk: Frenzy causes exhaustion after use, limiting long-term viability.
- Low Defensive Abilities: Lack of natural armour or high AC, reliant on taking damage.
- Limited Spell Defense: Low Intelligence, Wisdom, and Charisma saves make them vulnerable to spell effects.



Mercutio the Magnificent

- **Bard**
- **Chaotic Neutral**
- **Male Stout Halfling from the College of Eloquence**
- If you have never heard of Mercutio, then you must not have ears, darling! For he is renowned throughout the land as a master of melody and a breaker of hearts. Living life to the fullest, he joins daring adventures on a whim, looking for inspiration for his ballads.
- **Strengths:**
 - **Lucky (Halfling Trait):** Reroll natural 1s on attacks, saves, and checks.
 - **Stout Resilience:** Advantage on saves against poison and resistance to poison damage.
 - **Silver Tongue (College of Eloquence):** Guaranteed minimum rolls for Persuasion and Deception checks.
- **Weaknesses:**
 - **Low Strength:** Small size limits physical power and weapon options.
 - **Fragile:** Lower hit points and AC compared to other frontline classes.
 - **Reliant on Charisma:** Highly dependent on spellcasting and social situations for effectiveness.



Bjorn Ingridsson

➤ Cleric

➤ Lawful Good

➤ Male Hill Dwarf of the Life Domain

➤ Following in the footsteps of his mother, Bjorn joined a temple of Ilmater as a healer of the weak and protector of the needy. Charity is not free, however, and temples need funding. So, he occasionally hires himself out of reputable mercenary units as a medic.

➤ Strengths:

- **Dwarven Resilience:** Advantage on saving throws against poison and resistance to poison damage.
- **Bonus Hit Points:** Hill Dwarves gain extra hit points from their Dwarven Toughness trait, boosting durability.
- **Superior Healing (Life Domain):** Enhanced healing from spells due to Disciple of Life ability.

➤ Weaknesses:

- **Lower Mobility:** Slower movement speed (25 ft.) compared to other races.
- **Limited Dexterity:** Dwarves typically have lower Dexterity, affecting initiative and ranged attacks.
- **Spell Slot Reliance:** Healing power is tied to available spell slots, making resource management crucial in long encounters.



Lilta Ipomoea

- **Druid**
- **True Neutral**
- **Female Wood Elf Member of the Circle of the Moon**
- A hunter-gatherer who lives off the land. Like Mother Nature herself, Lilta can be brutal if it is what she sees as best for the natural lands. As resourceful as Lilta is, she still needs gold to purchase rare components for her spells.
- **Strengths:**
 - **Fleet of Foot:** Higher movement speed (35 ft.) for superior mobility.
 - **Mask of the Wild:** Ability to hide easily in natural environments.
 - **Enhanced Wild Shape (Circle of the Moon):** Wild Shape allows powerful beast forms with better combat abilities and higher durability.
- **Weaknesses:**
 - **Limited Armor Options:** Druids avoid metal armour, restricting their AC.
 - **Spellcasting Focus:** Can be disrupted while in Wild Shape form, limiting spell use during combat.
 - **Low Hit Points:** Base druid hit points are lower, relying on Wild Shape for survivability in melee.



Edgar Sharpe

- **Fighter**
- **Lawful Neutral**
- **Male Human Champion**
- A veteran mercenary who has delved countless dungeons for a variety of masters. Edgar is just as much at home underground as he is above it. A true and fearless fighter, he knows no other way of life.
- **Strengths:**
 - **Improved Critical (Champion Archetype):** Critical hits occur on a 19 or 20, increasing damage potential.
 - **Second Wind & Action Surge:** Additional healing and action economy for extra attacks or actions in combat.
 - **Proficient with most weapon types, both ranged and melee**
- **Weaknesses:**
 - **Limited Spellcasting:** No access to magic, relying solely on physical attacks and abilities.
 - **Low Utility Outside Combat:** Lacks non-combat skills or versatility beyond fighting.
 - **Reliance on Equipment:** Performance is heavily dependent on gear, especially weapons and armour.



Lady Marie De Solace

- **Paladin**
- **Lawful Good**
- **Female Human who took the Oath of Devotion**
- A scion of the noble house of de Solace, Marie follows the family's traditions in arms. A fervent worshipper of Bahamut d to take a questing oath to fight evil wherever it can be found and will join adventuring companies if there is any hint of malevolent forces at work.
- **Strengths:**
 - **Divine Smite:** Expends spell slots to deal extra radiant damage on successful melee attacks.
 - **Oath Spells:** Access to powerful spells like Protection from Evil and Good and Sacred Weapon.
 - **Aura of Protection:** Adds Charisma modifier to saving throws for you and nearby allies.
- **Weaknesses:**
 - **Limited Range:** Paladins are primarily melee-focused, which can be a disadvantage in ranged combat situations.
 - **Spell Slot Management:** Reliant on spell slots for both smites and spells, requiring careful resource management.
 - **Low Mobility:** Heavy armor can reduce movement speed and Dexterity-based skills.



Daegar Halfdrow

- **Ranger**
- **True Neutral**
- **Male Half-elf Drow Gloom Stalker**
- An outcast in his village due to his half-drow parentage, Daegar only felt a glimpse of comfort hiding in the shadows from his tormentors. Once old enough to support himself he left the town intent to never look back. Using the dark to his advantage, Daegar hunts by ambush, making his home in the dark places your parents warn you to flee from.
- **Strengths:**
 - **Darkvision (Drow Heritage):** Superior darkvision (120 feet), excellent for operating in low-light environments.
 - **Dread Ambusher (Gloom Stalker Feature):** Bonus to initiative and extra attack in the first round of combat, with increased movement speed. Bow Specialism
 - **Umbral Sight:** Invisibility to creatures relying on darkvision, making the ranger highly effective in darkness.
- **Weaknesses:**
 - **Sunlight Sensitivity (Drow Heritage):** Disadvantage on attack rolls and Perception checks in direct sunlight.
 - **Limited Spellcasting:** Ranger spell slots are fewer compared to full spellcasters, limiting magical versatility.
 - **Lower Constitution:** Half-Elves typically have lower Constitution scores, impacting hit points and survivability in prolonged fights.





Fallon Proudfoot

➤ **Rogue**

➤ **Chaotic Neutral**

➤ **Female Lightfoot Halfling Thief**

➤ A calm and collected halfling who has lived on the streets since she was orphaned as a child. Fallon has experience beyond her years; she can think quickly on her feet to outwit her opponents. She is a truly courageous halfling who is tired of the small jobs and wants to expand her career opportunities.

➤ **Strengths:**

- **Lucky (Halfling Trait):** Reroll natural 1s on attacks, saves, and checks, increasing overall reliability.
- **Naturally Stealthy (Lightfoot Halfling Trait):** Can hide behind creatures larger than you, making stealth easier in various environments.
- **Fast Hands (Thief Feature):** Bonus action to use objects, pick locks, or disarm traps, adding versatility in and out of combat.

➤ **Weaknesses:**

- **Low Hit Points:** Rogues have lower hit dice, and halflings' small size often leads to lower Constitution.
- **Limited Damage Output:** Without Sneak Attack, regular attacks deal less damage compared to other classes.
- **Lack of Spellcasting:** No innate magic abilities, relying on items or multiclassing for magical utility.



Venix Fastflight

- **Sorcerer**
- **Lawful Good**
- **Male Black Dragonborn from the Draconic Bloodline**
- A talented sorcerer from a notable family. Venix grew up with many homely comforts and few tribulations. He has now achieved all he can at home, and the time has come for him to set out to practice and hone his skills alone.
- **Strengths:**
 - **Breath Weapon (Dragonborn Trait):** A powerful area-of-effect attack using acid damage, useful for crowd control.
 - **Draconic Resilience (Draconic Bloodline):** Gain extra hit points and natural armour, improving survivability.
 - **Elemental Affinity:** Bonus damage and resistance to acid, enhancing spellcasting and defence with acid-based spells.
- **Weaknesses:**
 - **Limited Spell Versatility:** Sorcerers know fewer spells than other full casters, restricting their options.
 - **Low Armor Class:** Without armour, sorcerers have low AC unless relying on spells like Mage Armour.
 - **Resource Management:** Sorcery Points are limited, requiring careful use for Metamagic or additional spell slots.



Ophelia the Red

- **Warlock**
- **Chaotic Neutral**
- **Female Tiedfling Fiend**
- Descended from a powerful devil, Ophelia made a pact with her ancestor to wield magic. As work in her village dried up, she traveled to make money for her family, ostracised from society. Mercenary work, weaponizing her gifts, is some of the only work she could get.
- **Strengths:**
 - **Hellish Resistance (Tiedfling Trait):** Resistance to fire damage, a common damage type.
 - **Dark One's Blessing (Fiend Patron):** Gain temporary hit points when you reduce an enemy to 0 HP, boosting survivability.
 - **Expanded Spell List:** Access to potent spells like Fireball and Wall of Fire from the Fiend Patron.
- **Weaknesses:**
 - **Low Hit Points:** Warlocks have fewer hit points compared to many other classes, making them more vulnerable in prolonged combat.
 - **Reliance on Spell Slots:** Limited spell slots, though they recover on short rests, requiring careful spell usage.
 - **Limited Healing Options:** Few inherent healing abilities, forcing reliance on temporary hit points or outside healing.



Thaddeus Codswaddle

- **Wizard**
- **Chaotic good**
- **Male human from the school of evocation**
- A powerful if a slightly unorthodox practitioner of the school of evocation magic, Thaddeus travels the world in search of long-forgotten tomes holding ancient lore, as well as suitable targets to practice his new and improved spells on. He attaches himself to various groups as it suits him.
- **Strengths:**
 - **Versatile Spellcaster:** Humans can boost key ability scores and take feats to enhance spellcasting versatility.
 - **Sculpt Spells (Evocation Feature):** Can protect allies from area-of-effect evocation spells like Fireball, increasing battlefield control.
 - **Potent Cantrip:** Adds damage to cantrips, making even basic spells like Fire Bolt more powerful.
- **Weaknesses:**
 - **Fragile:** Low hit points and limited armor make wizards vulnerable to physical attacks.
 - **Reliant on Spell Slots:** Must carefully manage spell slots, as wizards have fewer high-level slots compared to sorcerers.
 - **Low Physical Ability:** Typically poor in Strength and Dexterity, making them weak in physical combat and susceptible to melee attacks.



Winona of the East Peak

- **Monk**
- Neutral good
- Female human who follows the way of the open hand
- Not much is known about Winona, only that she descended from the mountains many years ago. A formidable martial arts expert, she seems to take contracts less for payment and more for a way to hone her skills.
- **Strengths:**
 - **Flurry of Blows (Open Hand Feature):** Grants extra unarmed strikes with special effects like knocking enemies prone or pushing them away.
 - **Martial Arts:** Combines dexterity and speed for high damage output without needing weapons or armour.
 - **Wholeness of Body:** Can heal yourself for a significant amount of hit points, enhancing survivability.
- **Weaknesses:**
 - **Low Armor Class:** Without armour or magic items, monks rely heavily on Dexterity and Wisdom for AC.
 - **Ki Point Dependency:** Limited Ki points restrict the number of times special abilities like Stunning Strike and Flurry of Blows can be used.
 - **Limited Range:** Primarily melee-focused, monks struggle against ranged enemies unless using limited ranged abilities.

