







# Background

## Character History

Brad is a Faerûnian noble who looks, talks and acts eerily similar to Strahd, but he isn't a vampire (yet?). All of these similarities are purely coincidence, but that hasn't stopped an unrelenting series of brainless do-gooders from attempting to slay Brad mistakenly.

When word spreads, as it does around adventurers, that the Barovian Dark Lord has taken up residence in a sleepy country lord's estate just outside of Waterdeep, Strahd presumes the imposter to be a threat or intentional pretender, and pulls him into Ravenloft to exact his revenge. When he discovers the "threat" to be a dim-witted—if vicious—fop, Strahd decides to let the fool live and see what end he comes to in Barovia.



Character Portrait

## Appearance

Brad and Strahd look like brothers from another mother, although Brad is slightly less pale, and doesn't sparkle in the Barovian daylight.

## Enemies

## Allies & Organizations

Faction: Lord's Alliance

Faction Rank: Cloak

Renown:



Organization Symbol



# Notes

Spells:

Cantrips (at will): *Druidcraft, Guidance, Frostbite, Produce Flame*

1st level (3 slots): *Absorb Elements, Charm Person, Cure Wounds, Fog Cloud, Spider Climb*

MAX USAGES  
2x per short rest

DURATION  
1 hour

LIMITATIONS  
max CR 1/4, no fly/swim

## Wolf

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
12 STR STRENGTH	+1	+3	PROF. BONUS
15 DEX DEXTERITY	+2	+4	
12 CON CONSTITUTION	+1	+1	
8 INT INTELLIGENCE	-1	-1	
16 WIS WISDOM	+3	+3	
12 CHA CHARISMA	+1	+1	

PROFICIENCY BONUS **+2**

Type: **Beast** Size: **Medium** HD: **2d8** CR: **1/4**

- ### Skills
- 15 Passive Perception
- |  |  |  |
|--|--|--|
| <input checked="" type="checkbox"/> +2 Acrobatics      | <input checked="" type="checkbox"/> +3 Insight       | <input checked="" type="checkbox"/> +1 Performance     |
| <input checked="" type="checkbox"/> +3 Animal Handling | <input checked="" type="checkbox"/> +1 Intimidation  | <input checked="" type="checkbox"/> +3 Persuasion      |
| <input checked="" type="checkbox"/> -1 Arcana          | <input checked="" type="checkbox"/> -1 Investigation | <input checked="" type="checkbox"/> +1 Religion        |
| <input checked="" type="checkbox"/> +1 Athletics       | <input checked="" type="checkbox"/> +3 Medicine      | <input checked="" type="checkbox"/> +2 Sleight of Hand |
| <input checked="" type="checkbox"/> +1 Deception       | <input checked="" type="checkbox"/> -1 Nature        | <input checked="" type="checkbox"/> +4 Stealth         |
| <input checked="" type="checkbox"/> +1 History         | <input checked="" type="checkbox"/> +5 Perception    | <input checked="" type="checkbox"/> +3 Survival        |

### Traits & Features

- **Keen Hearing and Smell:** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pack Tactics:** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft of the creature and the ally isn't incapacitated.

Combat **+2 Initiative** SPEED **40 ft**

AC <b>13</b>	HP <b>11</b> (CURRENT)	WOUNDS
TEMPORARY HP		

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Bite	Melee (5 ft)	+3	2d4+1	Piercing
Target must succeed on a DC 11 Strength saving throw or be knocked prone				

## Make a Selection

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH			PROF. BONUS
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

PROFICIENCY BONUS **0**

Type: \_\_\_\_\_ Size: \_\_\_\_\_ HD: \_\_\_\_\_ CR: \_\_\_\_\_

- ### Skills
- Passive Perception
- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Acrobatics      | <input type="checkbox"/> Insight       | <input type="checkbox"/> Performance     |
| <input type="checkbox"/> Animal Handling | <input type="checkbox"/> Intimidation  | <input type="checkbox"/> Persuasion      |
| <input type="checkbox"/> Arcana          | <input type="checkbox"/> Investigation | <input type="checkbox"/> Religion        |
| <input type="checkbox"/> Athletics       | <input type="checkbox"/> Medicine      | <input type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Deception       | <input type="checkbox"/> Nature        | <input type="checkbox"/> Stealth         |
| <input type="checkbox"/> History         | <input type="checkbox"/> Perception    | <input type="checkbox"/> Survival        |

### Traits & Features

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Combat **0 Initiative** SPEED \_\_\_\_\_

AC	HP	WOUNDS
TEMPORARY HP		

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

## Make a Selection

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH			PROF. BONUS
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

PROFICIENCY BONUS **0**

Type: \_\_\_\_\_ Size: \_\_\_\_\_ HD: \_\_\_\_\_ CR: \_\_\_\_\_

- ### Skills
- Passive Perception
- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Acrobatics      | <input type="checkbox"/> Insight       | <input type="checkbox"/> Performance     |
| <input type="checkbox"/> Animal Handling | <input type="checkbox"/> Intimidation  | <input type="checkbox"/> Persuasion      |
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| <input type="checkbox"/> Deception       | <input type="checkbox"/> Nature        | <input type="checkbox"/> Stealth         |
| <input type="checkbox"/> History         | <input type="checkbox"/> Perception    | <input type="checkbox"/> Survival        |

### Traits & Features

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Combat **0 Initiative** SPEED \_\_\_\_\_

AC	HP	WOUNDS
TEMPORARY HP		

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

## Make a Selection

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH			PROF. BONUS
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

PROFICIENCY BONUS **0**

Type: \_\_\_\_\_ Size: \_\_\_\_\_ HD: \_\_\_\_\_ CR: \_\_\_\_\_

- ### Skills
- Passive Perception
- |  |  |  |
|--|--|--|
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| <input type="checkbox"/> Animal Handling | <input type="checkbox"/> Intimidation  | <input type="checkbox"/> Persuasion      |
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| <input type="checkbox"/> Athletics       | <input type="checkbox"/> Medicine      | <input type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Deception       | <input type="checkbox"/> Nature        | <input type="checkbox"/> Stealth         |
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### Traits & Features

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Combat **0 Initiative** SPEED \_\_\_\_\_

AC	HP	WOUNDS
TEMPORARY HP		

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE