

ADAM

Friendly and Curious

Has a knack for solving puzzles and riddles

Knack: Advantage on Intelligence Check

LAVINE GREENEYE

Loud and Sickly

Good at Darts; has one blue eye and one green eye

Knack: Advantage on Ranged Weapon attack

TALEN

Aloof Loud-mouth

Has a weakness for alcohol

Knack: Negate 1d6 damage

BETH

Fearful Doomsayer

Constantly fidgets and prone to screaming

Knack: Advantage on Initiative check

IVAN

Surly Curmudgeon

Can make a meal out of anything

Knack: Advantage on Wisdom Check

BYLL BORESTEAD

Foppish Pipsqueak

Tends to talk others into doing his work for him

Knack: Advantage on Charisma check

BORIS

Crude Bully

Enjoys teasing others

Knack: Advantage on Melee Weapon Attack

IELEENA

Quiet Witch

Whispers curses and wards under her breath

Knack: Disadvantage on opponent's saving throw

ARGON

Insightful Cur

Quick to point out other's failings

Knack: Advantage on a skill check

FARLAIGN

Mute Witness

Nervously watches his surroundings as he chews on his own tongue

Knack: Advantage on Perception or Investigation checks

PAJAL INFLAME

Wordly Widow

Has seen and done it all

Knack: Can take an action as a Bonus Action

BENJAMIN SARKES

Slow-witted simpleton

Does as he is told

Knack: Regain 1d6 hit points

RHUTA

Flirtatious and Observant

Dislikes rules and routines

Knack: Reroll a failed roll

LANDON

Charismatic, Understanding

Acts as a friend to everyone

Knack: Gain advantage on one combat roll

GERARD

Frank and Well-mannered

Expects everyone to do their job

Knack: Critical success on a roll

KENITH

Compassionate, Fair

Works hard and helps everyone

Knack: +4 bonus to one roll

DEBORAH

Accommodating and Shy

Emaciated but strong

Knack: Advantage on Constitution
check

ZAL WitPICKET

Nervous and withdrawn

Heavily scarred from a previous attack

Knack: Negate 1d6 damage

ZANNA

Unlucky but friendly

Always tripping over herself

Knack: Advantage on Dexterity checks

VEDOS IMEER

Aggressive bootlicker

Always chewing on a leather "cigar"

Knack: Add 1d6 on a hit

TAGGS TIMONE

Narcisstic Homebody

Cares only about himself

Knack: Take one action as a bonus action

HORRUS GLIB

Musclebound Introvert

Slow to act, but powerful

Knack: Advantage on Melee Weapon
Attack

VERONICA

Impulsive Youngster

Teenager

Knack: Disadvantage on opponent's
saving throw

PATRICK

Egotistical Hypochondriac

Everything is going to kill him

Knack: When reduced to 0 hp, reduced
to 1 instead