



## Troubadour-Warrior

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Charisma

Skills (+5): Deception, Performance, Persuasion

Saves (+6): Dexterity, Charisma

- **Melee Weapon Attack:** +6 to hit, 1d8+3 slashing damage
- **Cheer** (3 per day): Add 1d6 to an ally's attack within 60 ft.



## Executioner

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity

Skills (+5): Deception, Investigation, Perception, Stealth

Saves (+6): Dexterity, Intelligence

- **Melee Weapon Attack:** +6 to hit, 2d4+4 piercing damage
- **Garote** (3 per day): 3d6 slashing damage, target makes DEX saving throw or be restrained. At the start of the Executioner's turn, it automatically deals 3d6 slashing damage to the restrained creature. The creature can make an Athletics or Acrobatics check to break the grapple.



## Guild Adept

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Dexterity

Skills (+5): Acrobatics, Arcana, Deception, Stealth

Saves (+6): Dexterity, Intelligence

- **Melee Weapon Attack:** +6 to hit, 1d8+3 slashing damage
- **Out of Phase** (3 per day): Cast *Blur* on itself and its leader. Action, disadvantage on attack rolls against you, 1 minute duration. Attackers are immune if they don't rely on sight, such as with blindsight or can see through illusions with *truesight*.