

Gaara Scoff, Crypt Raider*Medium humanoid (half orc), chaotic good***Armor Class 15 (studded leather)****Hit Points 58 (9d8+18)****Speed 30 ft.**

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)

Skills Acrobatics+5 Athletics +5 Arcana +4, History +4 Investigation +6, Insight +4, Perception +4, Thieves' Tools +7

Senses passive Perception 14

Languages Celestial, Common, Draconic, Dwarfish, Elvish, Giant, Gnomish, and Orcish.

Raiders' Luck. Gaara can reroll a single failed, attack roll, skill test or saving throw. She regains use of this ability after a short or long rest.

Trap & Puzzle Expert. Gaara, is well studied at the varied traps and puzzles used to guard tombs, crypts and dungeons, meaning she gains Advantage on all saving throws and skill uses that involve any sort of trap or puzzle.

ACTIONS

Multiattack. Gaara makes two attacks with bullwhip, daggers, hand crossbows or makes a single attack and order her ferrets to attack.

Bullwhip. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit 5 (1d4+3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 20/60 ft., one target. Hit 5 (1d4+3) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120, one target. Hit 6 (1d6 +3) piercing damage.

ROLEPLAYING INFORMATION

Gaara is the daughter of a pair of retired dungeon delvers – her mother a wizard and father a rogue-, who have made both fortune and reputation from their exploits. Gaara has followed in both of their footsteps and has been raiding trap infested crypts, burrow and dungeons since her early teens. She finds no trap unbeatable and no riddle too challenging. The wilily half-orc is studious, well-spoken, and seems to always has a sly look upon her face, as if she knows something everyone else doesn't (mostly because she does). She is also rarely seen without her two highly trained ferrets -Tumbler and Fetch. Both furry tricksters aid her in her raids. She is also fond of talking to the twin ferrets as if they could somehow carry on a conversation!

Ideal: "Nothing should be secreted away in a dusty tomb, when it could be admired by many."

Bond: "My mother taught me all the knowledge I know, and my father taught me how to never lose."

Flaw: "I don't take no for an answer."

Tumbler & Fetch Rules

The twin ferrets are exceptionally trained, allowing Gaara to use her Bonus Action to give either or both ferrets Dash, Disengage, Dodge, Help, Ready, Search or Use Object Actions. They may defend themselves if attacked or as an Action or Garra can have them attack as part of a Multiattack.

Exceptionally Trained Ferret*Tiny beast, unaligned***Armor Class 13****Hit Points 4 (2d4)****Speed 40 ft., climb 30 ft.**

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Acrobatics +5, Investigation -2, Perception +4, Sleight of Hand +5, Stealth +5, Thieves' Tools +5

Senses darkvision 30 ft; passive perception 19**Languages understands Common****Challenge 0 (10 XP)**

Cunning Action. On each of its turns, the ferret can use a bonus action to take the Dash, Disengage, or Hide Action

Exceptional Training. The ferret may use the HELP action on any skill checks it has training in.

Keen Senses. The ferret has advantage on all Perception and Investigation Skill checks.

ACTIONS

Bite. Melee Weapon Attack: +0 to Hit, reach 5ft., one target. Hit 1 piercing damage.