**Dominic Toretto**

**Character Name**

**Class & Level**
- Monk
- Human

**Background**
- Car Whisperer

**Race**
- Human

**Alignment**
- Chaotic Good

**Experience Points**

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**Strength**
- +1
- 12

**Dexterity**
- +3
- 16

**Constitution**
- +1
- 12

**Intelligence**
- +4
- 18

**Wisdom**
- +2
- 14

**Charisma**
- +2
- 14

**Passive Wisdom (Perception)**
- 14

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**Inspiration**

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**Proficiencies**
- Simple weapons, Dodge automobiles

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**Features & Traits**

- **Personality Traits**
  - "I live my life a quarter mile at a time. Nothing else matters. Not the mortgage. Not the store. Not my team and all their bullshit. For those ten seconds or less, I'm free."

- **Ideals**
  - "Ride or die, remember?"

- **Bonds**
  - "You don't turn your back on family, even when they do."

- **Flaws**
  - "You're loyal to a fault. Your code is about family. And that's great in the holidays, but it makes you predictable." — Owen Shaw

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**Attacks & Abilities**

- **Name**
  - Revolver

- **Atk Bonus**
  - 1d6 +3 piercing

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**Equipment**

- **Weapons and armor.** Revolver (Smith & Wesson Model 19)

- **Other.** Smartphone

- **In the car (shared).** Pump-action shotgun (2d6 piercing), various tools including large wrench and blowtorch, multiple drones (sealed), numerous cases of NOS

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**Character Image**
Luke Hobbs

Profficiencies. Light armor, medium armor, shields, simple weapons, martial weapons

Other Proficiencies & Languages

Proficiencies:
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Skills:
- Acrobatics (Dex)
- Vehicle Handling (Wis)
- Athletics (Str)
- Vehicle knowledge (Wis)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Geography (Int)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of hand (Dex)
- Stealth (Dex)
- Survival (Wis)

Passive Wisdom (Perception) 12

Rage. On your turn, you can enter a rage as a bonus action. As long as you aren't wearing heavy armor, you gain the following benefits:
- Advantage on STR checks / saving throws
- +2 damage for STR-based melee attacks
- Resistance to piercing, slashing, and bludgeoning damage

Your rage lasts up to 1 minute or if you spend a turn not attacking / being attacked. You can rage twice before resting.

Unarmored Defense. While you're not wearing any armor, AC = 10 + DEX + CON

Sentinel. You can attack anyone within arm's reach that tries to run away or tries to attack you or a teammate. That person's speed becomes 0 for the rest of the turn.

Samoan Thor. +2 to intimidation checks

Weapons and armor. .44 magnum (Smith & Wesson Model 629), combat knife

Other. Smartphone, 3 bottles of baby oil, rank insignia

In the car (shared). Pump-action shotgun (2d8 piercing), various tools including large wrench and blowtorch, multiple drones (sealed), numerous cases of NOS
Tej Parker

Character Name:

**Class & Level:** Computer Wizard

**Race:** Human

**Alignment:** Neutral Good

**Experience Points:**

<table>
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<th>STRENGTH</th>
<th>DEXTERITY</th>
<th>CONSTITUTION</th>
<th>INTELLIGENCE</th>
<th>WISDOM</th>
<th>CHARISMA</th>
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<td>+3</td>
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**Armor Class:** 11

**Initiative:** +1

**Speed:** 30 ft

**Hit Point Maximum:** 6

**Current Hit Points:**

**Temporary Hit Points:**

**Total Hit Dice:** 1d6

**Successes:**

**Failures:**

**Deaths & Saves:**

**Skills:**
- Acrobatics (Dex)
- Athletics (Str)
- Vehicle Handling (Wis)
- Vehicle knowledge (Int)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of hand (Dex)
- Stealth (Dex)
- Survival (Wis)

**Attacks & Abilities:**
- Semi-automatic: 1d6 + 1 piercing

**Features & Traits:**

**PERSONALITY TRAITS:**
- (Drop!) 2 Fast
- (Drop!) 2 Furious

**IDEALS:**
- (Drop!) 2 Fast
- (Drop!) 2 Furious

**BONDS:**
- FLAWS:

**Quick Charge.** Once per day, a short rest will let you cast one additional spell.

**Spellcasting.** Your spellbook is your laptop. You can cast up to two "spells" per day before taking a long rest:
- Create Alarm. Secure a 500 sq ft area.
- Alarm is customizable.
- Geolocate. A stronger version of Detect Signals. Create a map pinpointing and identifying all nearby signals.
- Launch Drone (Find Familiar). Launch and control a tiny, fairly quiet drone with built-in surveillance capabilities. AC 12, HP 1.
- Tej's Floating Disk. Launch and control a magnetized drone capable of holding up to 500 lb. Drone has AC 13, HP 2

**Tech Guy.** +2 intelligence for any computer-related checks.

**Weapons & Armor:** Semi-automatic pistol (SIG-Sauer SP 2022)

**Other:** Smartphone, laptop, USB drives, electronics repair kit, extra battery charger

**In the car (shared):** Pump-action shotgun (2dB piercing), various tools including large wrench and blowtorch, multiple drones (sealed), numerous cases of NOS

**Proficiencies:** Computers, simple weapons

**Other Proficiencies & Languages:**

**Equipments:**

**Character Image:**

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**Character Name:**

**Class & Level:** Computer Wizard

**Race:** Human

**Alignment:** Neutral Good

**Experience Points:**