

VARSKYLE

DRAGONBORN MARSHAL, LEVEL 1

HERITAGE Dragonborn **CULTURE** Lone Wanderer **BACKGROUND** Exile **DESTINY** Revenge

Armor Class 15 (scale mail)

Hit Points 11

Hit Dice 1 (1d10+1)

Speed 30 ft., swim 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Proficiency Bonus +2; Maneuver DC 13

Saving Throws Wis +4, Cha +2

Skills Athletics (*jumping* +1d4), History, Insight, Intimidation, Perception (*listening* +1d4), Survival

Tools navigator's tools, water vehicles

Senses darkvision 60 ft. (120 ft. underwater), passive Perception 14

Languages Common, Deep Speech, Draconic, Elvish, Gnomish

Commanding Presence. Varskyle has a Commanding Presence which extends from her in a 10-foot radius. Her allies can attack at her command. When Varskyle takes the Attack action, she can forgo making one attack to allow a friendly creature within range of her Commanding Presence to make an attack instead. If the target can hear her, it can use its reaction to either cast a cantrip or make one weapon attack.

Hard to Hit. While she isn't wearing armor, Varskyle's AC equals 13.

Heirloom. The maul that Varskyle carries is a gift from her mentor Beskarrin. The weapon is of masterwork quality and worth 125 gold, though she'd never willingly part with it.

Swimmer. Varskyle can hold her breath for up to 15 minutes at a time.



BONUS ACTIONS

Rallying Surge (1/Long Rest). Varskyle chooses an ally within 30 feet of her. If the target can hear or see her, it regains 1d8+1 hit points.

ACTIONS

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d6+3 piercing damage, or 1d8+3 piercing damage if wielded in two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 1d8+1 piercing damage.

Dragon Breath (1/Rest). Varskyle unleashes draconic steam in a 30-foot line of magical destruction. Each creature in the breath's area makes a DC 11 Dexterity saving throw, taking 2d6 fire damage on a failed save or half damage on a success.

REACTIONS

Cloak and Dagger. Whenever Varskyle or an ally she can see fails a Sleight of Hand or Stealth check, she can use her reaction to spend her inspiration and undo any consequences of that failed check.

EQUIPMENT

Backpack, bedroll, blackpowder charge, compass, distant map, eyepatch, hempen rope (50 feet), longbow, maul, quiver with 20 arrows, scale mail, sealing wax, spear, steel mirror, tinderbox, waterskin, 10 gold

SUPPLY

10 (rations)

BACKGROUND: EXILE

Connection Beskarrin, a fellow dragonborn adventurer that took Varskyle under his tutelage and taught her how to wield the maul with lethal skill (as well as many wise tips for surviving life on the road).

Memento A spear fashioned from an old scale of Lektraga that Varskyle has vowed to plunge into her mother's heart.

Fellow Traveler. Varskyle gains an expertise die on Persuasion checks against others who are away from their land of birth.

DESTINY: REVENGE

Varskyle gains inspiration whenever she outwits a foe without the use of Deception or Persuasion checks.

Cloak and Dagger. Whenever Varskyle or an ally she can see fails a Sleight of Hand or Stealth check, she can use her reaction to spend her inspiration and undo any consequences of that failed check.

AGE 22 **HEIGHT** 6 feet 5 inches **WEIGHT** 300 pounds **SIZE** Medium

OVERVIEW

As fearsome as she is focused, this dragonborn warrior is on a dark quest for revenge that will only end with her being slain or the death of her dragon-turtle mother. With her mighty maul in her scaled hands, she stomps ever forward in search of new deadly skills and techniques she can ultimately use to strike down the parent she once worshiped.

HISTORY

A former favorite of her mother (the fearsome dragon-turtle Lektraga), Varskyle chose to show mercy to a trespassing mercantile fleet and for this folly her shell was savagely cracked open before she was cast away into the sea. Though exiled she has survived, the jagged edges of her still-ruined back covering serving as a constant reminder of the vengeance she seeks. For a short time she traveled with a more experienced adventuring dragonborn named Beskarrin, but he left on a mysterious errand months ago and she wonders if they will ever meet again.

PERSONALITY

Varskyle is consumed by her fate and relies upon might in her pursuit of revenge, and she is eager to both attain a greater arsenal and ready to gather together allies that will aid her quest. She is most at peace on or near the water and she despises large crowds of people, avoiding settlements whenever possible. Despite her reservations her penchant for aiding those she thinks are weaker than herself has led Varskyle into traveling through many cities where inevitably she finds her way into at least a few scuffles.

GOALS

Although eager to confront her mother, Varskyle is no fool and searches inland for other individuals talented at warfare, trials to sharpen her wits, and challenges to better her martial and magical talents. When the time to strike finally arrives she will be more than up to the task of slaying Lektraga. While vengeance is her primary objective, she also wishes to find her mentor Beskarrin—or at least learn what happened to him, and take revenge on his behalf if necessary.