

VARSKYLE

Dragonborn Marshal 4

Talented Tactician

AGE 22 HEIGHT 6 feet 5 inches

WEIGHT 300 pounds SIZE Medium

CULTURE Lone Wanderer



Armor Class 15

Scale mail

STR 18 (+4)
SAVE +4

DEX 13 (+1)
SAVE +1

CON 12 (+1)
SAVE +1

INT 10 (+0)
SAVE +0

WIS 14 (+2)
SAVE +4

CHA 10 (+0)
SAVE +2

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; Maneuver DC 14

Saving Throws Wisdom, Charisma

Skills Athletics (*jumping* +1d4), History, Insight, Intimidation, Perception (*listening* +1d6) +1d4, Survival

Passive Perception 14; Passive Insight 14

Armor Light armor, medium armor, heavy armor, shields

Weapons Simple weapons, martial weapons

Tools Navigator's tools, water vehicles

Senses Darkvision 60 ft. (120 ft. underwater)

Languages Common, Deep Speech, Draconic, Elvish, Gnoll

ARCHETYPE: TALENTED TACTICIAN

Tacticians are military strategists who plan and anticipate every move.

Hit Points

30

Hit Dice

4 (1d10+1)

Speed

30 ft., swim 30 ft.

STARTING 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, rations (10 Supply).

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's burning desire for revenge fuels her plans and kindles her destiny. She fulfills her destiny of Revenge when she achieves vengeance.

Source of Inspiration

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

Inspiration Feature

R 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.

Fulfillment Feature

B Retaliatory Reputation. It has become apparent that wronging Varskyle is decidedly unwise and those without a death wish instinctively fear her. While she is not incapacitated, she can use a bonus action to direct a threatening stare at any hostile creature within 20 feet of her. The creature must make a Wisdom saving throw with a DC equal to her passive Intimidation score. On a failure, the creature is frightened until the end of its next turn. A creature that succeeds on its saving throw is immune to Varskyle's Retaliatory Reputation for the next 24 hours.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

TEMPORARY HIT POINTS

SUPPLY

Max Carried

C.P.

S.P.

E.P.

G.P.

P.P.

DEATH SAVES

Successes

Failures

Fatigue

Strife

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Maul	A	+6	reach 5 ft	one target	2d6+4 bludgeoning
Spear (one-handed)	A	+6	reach 5 ft	one target	1d6+4 piercing
Spear (two-handed)	A	+6	reach 5 ft	one target	1d8+3 piercing
Spear (thrown)	A	+6	ranged 20/60 ft	one target	1d6+4 piercing
Longbow	A	+3	range 150/600 ft	one target	1d8+1 piercing
Dragon Breath	A (1/Rest)	DC 11 Dex saving throw	30-foot line	area	2d6 fire

COMBAT MANEUVERS

Varskyle knows the Razor's Edge and Unending Wheel combat traditions. She can spend exertion to activate the following combat maneuvers. She begins play with 4 exertion which are recovered whenever she takes a short or long rest.

Maneuver	Action	Exertion	Effects
Exploit Footing (Razor's Edge)	R	2	When a creature makes a melee weapon attack against Varskyle with advantage and misses, or when it has disadvantage and both attack rolls would miss, she can use her reaction to trip it. The creature makes a DC 14 Dexterity saving throw or is knocked prone.
Iron Will (Razor's Edge)	R	1	When Varskyle makes a saving throw to resist being charmed or frightened, she can use her reaction to gain advantage on the saving throw.
Perceptive Stance (Razor's Edge)	B	1	Once activated, this combat stance remains active until Varskyle is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on her turn. Varskyle gains an expertise die on Perception checks.

Current Exertion Max Exertion

SPECIAL COMBAT FEATURES

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.

B Mark Foe. Varskyle chooses a creature she can see within 30 feet. Until the start of her next turn, creatures able to hear or see her gain an expertise die on attacks made against that creature.

MAUL

Breaker. This weapon deals double damage to unattended objects, such as doors and walls.

Heavy. This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons.

Two-handed. Varskyle must use two hands to wield this weapon.

SPEAR

Defensive (heavy). This weapon is designed to be used with a heavy shield. When Varskyle makes an attack with this weapon and is using a heavy shield, she can use a bonus action to either make an attack with her shield or increase her Armor Class by 1 until the start of her next turn.

Versatile. This weapon may be wielded with one or both hands.

Parrying. When Varskyle is wielding this weapon and she is not using a shield, once before her next turn she can gain an expertise die to her AC against a single melee attack made against her by a creature she can see. She cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

LONGBOW

Heavy. This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons.

Two-handed. Varskyle must use two hands to wield this weapon.

DRAGON BREATH

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.

B 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+4 hit points.

Tactical Edge. Whenever Varskyle rolls initiative, she gains a tactics die, which is a d4. While she has this die, any creature friendly to Varskyle within 60 feet of her that can hear or see her can roll the tactics die as a bonus die when making an attack roll. Once rolled, the tactics die is lost until Varskyle regains it at the start of her next turn. The tactics die disappears when the combat ends.

If Varskyle starts her turn and no one has rolled the tactics die, she can trade out the die for a die of the next larger size, such that a d4 becomes a d6, a d6 becomes a d8, and so on up to a maximum of d12. After the tactics die is rolled, when regained it reverts to a d4.

EXPLORATION

R *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.

Swimmer. Varskyle can hold her breath for up to 15 minutes at a time, ignores difficult terrain caused by them. Other kinds of difficult terrain reduce her movement speed by 5 feet instead of halving it.

Rewarding Repute. Whenever Varskyle visits a settlement, the commoners there tell her all the valuable information they can about their home including nearby ruins, the general environment of nearby wilderness, and how populated the region is. Varskyle gains an expertise die on Nature and Survival checks made within 10 miles of any settlement she has visited.

SOCIAL

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

SPECIAL ITEMS

Blackpowder Charge. A pound of black powder inside a wooden shell with a fuse can make a simple but potent explosive. You can use an action to set and light one or more black powder charges which explode at the beginning of your next turn. Any creatures or objects within 10 feet of the exploding charge must make a DC 14 Dexterity saving throw, taking 1d6 force damage and 1d6 fire damage on a failed save or half damage on a success.

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.

NOTES
