

ZIDI

Halfling Fighter 4

Brute

AGE 19

HEIGHT 2 feet 10 inches

WEIGHT 36 pounds

SIZE Small

CULTURE Forsaken

Armor Class 16

Iron hauberk

STR 18 (+4)

SAVE

+6

DEX 8 (-1)

SAVE

-1

CON 14 (+2)

SAVE

+4

INT 10 (+0)

SAVE

+0

WIS 14 (+2)

SAVE

+2

CHA 12 (+1)

SAVE

+1

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 14

Saving Throws Strength, Constitution

Skills Arcana (*fey* +1d4), Athletics (*throwing* +1d4),
Insight, Intimidation

Passive Perception 17; **Passive Insight** 14

Armor Light armor, medium armor, heavy armor,
shields

Weapons Simple weapons, martial weapons

Tools Smith's tools

Condition Immunities Frightened

Languages Common, Goblin, Primordial, Sylvan

ARCHETYPE: BRUTE

Brutes are warriors who rely on strength and brute force.

Hit Points

34

Hit Dice

4 (1d10+2)

Speed

30 ft.

STARTING EQUIPMENT

Backpack, bedroll, broken pocket watch, hempen rope (50 feet), iron bastard sword, iron hauberk, handaxes (2), mess tin, mosquito netting, smith's tools, tent, tinderbox, torches (10), traveler's clothes, waterskin, 2 gold, rations (10 Supply)

BACKGROUND: FEY SERVANT

Connection Kyla, a human woman whom Zidi was ordered to kidnap and bring back to the gremlins. After beating Zidi in a wrestling match, Kyla persuaded her to leave the land of the fey.

Memento A rusted iron nail that points like a compass toward the mountain lair of Granny Allswell.

Gremlin Curse. Zidi can never gain an expertise die on attacks made using crossbows and other weapons with more than a single moving part, but creatures wielding such a weapon can never gain an expertise die when using it to make attacks against Zidi. In addition, Zidi gains an expertise die (+1d4) on ability checks and attack rolls made to destroy objects.

DESTINY: UNDERDOG

Zidi battles adversity and survives against long odds, gradually growing into the hero she never sought to become. She fulfills her Underdog's destiny when she finally overcomes the odds.

Source of Inspiration

Defiance. Zidi gains inspiration whenever she scores a critical hit against a creature larger than her, rolls a natural 20 on a death saving throw, openly defies a powerful being, or succeeds after taking a risk with long odds.

Inspiration Feature

R A Nose For Trouble. Whenever Zidi or an ally she can see fails an Insight check, Zidi can use her reaction and spend her inspiration to learn any information that would have been gained by a successful Insight check.

Fulfillment Feature

Expendable and Invulnerable. While being kicked around and batted from adventure to adventure, somehow Zidi always seems to scramble out of the rubble. Whenever she would make a saving throw she may spend her inspiration to automatically succeed instead.

CURRENT HIT POINTS

Hit Dice		Maximum Hit Points	
Total			

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

--

TEMPORARY HIT POINTS

--

SUPPLY

Max Carried

DEATH SAVES

Successes

Failures

Fatigue

Strife

TREASURE

C.P.

S.P.

E.P.

G.P.

P.P.

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Bastard Sword (one-handed)	A	+6	reach 5 ft	one target	1d8+4 slashing
Bastard Sword (two-handed)	A	+6	reach 5 ft	one target	1d10+4 slashing
Handaxe	A	+6	reach 5 ft	one target	1d6+4 slashing
Handaxe (Off-Hand)	B	+6	reach 5 ft	one target	1d6+4 slashing
Handaxe	A	+6	ranged 20/60 ft	one target	1d6+4 slashing

BASTARD SWORD

Parrying. When Zidi 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 incapacitate, paralyzed, rattled, restrained, or stunned.

HANDAXE

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

Defensive. When Zidi makes an attack with this weapon and is using a light 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.

Dual-wielding. When wielding another weapon in her main hand that does not have the heavy property, Zidi can use her bonus action to make an attack with this weapon (see Two-Weapon Fighting).

COMBAT MANEUVERS

Zidi knows the Adamant Mountain, Mirror's Glint, and Tempered Iron combat traditions. She can spend exertion to activate the following combat maneuvers. Zidi starts play with 5 exertion, which are recovered whenever she takes a short or long rest.

Maneuver	Action	Exertion	Effects
Agile Feint (Mirror's Glint)	B	2	Zidi chooses a creature within her reach. She gains advantage on her next weapon attack roll against it.
Catch Your Breath (Adamant Mountain)	B	1	Zidi regains hit points equal to 1d6 + 2 (her proficiency bonus) + 2 (her Constitution modifier).
Heavy Stance (Adamant Mountain)	B	1	Once activated, this combat stance remains active until Zidi is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on her turn. Zidi gains an expertise die (+1d4) on Athletics checks that use Strength and on saving throws to resist combat maneuvers. She ignores the first 10 feet of difficult terrain when moving on her turn.
Leading Throw (Mirror's Glint)	R	1	When a creature within Zidi's reach misses her with a melee weapon attack, the creature makes a DC 14 Dexterity saving throw. If it fails, Zidi moves it in a straight line in the direction of her choice.
Striding Swings (Tempered Iron)	A	1	Zidi takes the Attack action and makes a weapon attack, as well as any additional attacks granted by Extra Attack. She moves up to 15 feet. This movement can be through the space of hostile creatures that are up to Medium-sized, and the spaces of other creatures do not count as difficult terrain.

Current Exertion Max Exertion

SPECIAL COMBAT FEATURES

Two-Weapon Fighting. Zidi adds her Strength modifier to off-hand melee weapon damage (included in the table).

Halfling Nimbleness. Zidi can move through the space of any creature whose size is larger than hers.

Maneuver Specialization. Zidi reduces the cost of catch your breath by 1 exertion (included in table).

Big Feet. Zidi gains an expertise die (+1d4) on checks and saving throws to resist being knocked prone.

Brute Strength. Whenever Zidi hits a creature with a melee weapon attack, she can expend exertion points to deal an extra 1d8 bludgeoning damage per exertion point spent. The maximum amount of exertion points she can spend in this way on a single attack is equal to her proficiency bonus (2).

