



Halfling Fighter 4

HEIGHT

2 feet 10 inches

WEIGHT

36 pounds

SIZE

Small

CULTURE Forsaken

Armor Class

16

Iron hauberk

STR

18 (+4)



DEX

8 (-1)

CON

14 (+2)



INT

10 (+0)

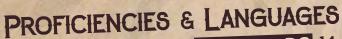


WIS

14 (+2)

CHA

12 (+1)



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.

Brute



Hit Points

Hit Dice

Speed

34

4 (1d10+2)

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

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.

URRENT HIT POINTS	INITIATIVE	REASURE		
	Ability or Skill Check			
	RESISTANCES & IMMUNITIES			
Hit Dice Maximum Hit Points				
Total				
TEMPORARY HIT POINTS	SUPPLY	C.P.		
		S.P.		
	Max Carried	E.P.		
DEATH SAVES	Fatigue	G.P.		
Successes	Strife	P.P.		



A

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)	В	+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. Sidi 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 modifi		
Heavy Stance (Adamant Mountain)	₿	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 5			

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).



EXPLORATION

Eat Like a Bird. Zidi can go 1 day without suffering any fatigue from lack of Supply.

Improvised Tools. During a long rest, when Zidi has access to raw materials she can jury-rig an improvised tool kit. If she rolls a 1 while making a check using the improvised tools or the next time Zidi takes a long rest, they break.

Iron Armaments. Zidi's iron bastard sword and iron hauberk can rust if left unmaintained, particularly after exposure to water.

Pack Rat. Zidi counts as one size larger when determining her carrying capacity.

Campaigner. Zidi doubles her strength score when determining carrying capacity and how much she can drag, lift, or push. She can march 2 extra hours before risking fatigue from a forced march.

Thick Soles. Zidi is immune to damage from sharp terrain hazards, and ignores difficult terrain caused by them. Other kinds of difficult terrain reduce her movement speed by 5 feet instead of halving it.

SOCIAL

Fearless. Zidi is immune to the effects of the frightened condition, whether caused by magic or by natural phenomena. She might still feel fear, but she is able to ignore it; alternatively Zidi might be unable to even experience that emotion, and is unable to understand it in others.

Watchful Eye. Zidi has advantage on Insight checks made to determine hostile intent or predict violence, and her passive Perception increases by 5 (included above).

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

OTHER FEATURES

Lucky. When she rolls a 1 on a d20 for an ability check, attack roll, or saving throw, Zidi can reroll the die and must use the new roll.

Roll with the Punches (1/Rest). After she fails an ability check, Zidi has advantage on her next ability check.

NOTES			