

ZIDI WHEATLING

HALFLING FIGHTER, LEVEL 1

HERITAGE Halfling **CULTURE** Forsaken **BACKGROUND** Fey Servant **DESTINY** Underdog

Armor Class 16 (iron hauberk)

Hit Points 12

Hit Dice 1 (1d10+2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 16 (+3) | 8 (-1) | 14 (+2) | 10 (+0) | 14 (+2) | 12 (+1) |

Proficiency Bonus +2; **Maneuver DC** 13

Saving Throws Str +5, Con +4

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

Tools smith's tools

Condition Immunities frightened

Senses passive Perception 12

Languages Common, Goblin, Primordial, Sylvan

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

Combat Maneuvers (4 exertion/Rest). Zidi knows the Adamant Mountain and Mirror's Glint combat traditions. She can spend exertion to activate the following combat maneuvers:

Adamant Mountain: heavy stance (1st), lean into it (1st)

Mirror's Glint: leading throw (1st)

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

Fearless. Zidi is immune to the effects of the frightened condition, whether caused by magic or by natural phenomena. She can still feel fear, but she is able to ignore it.

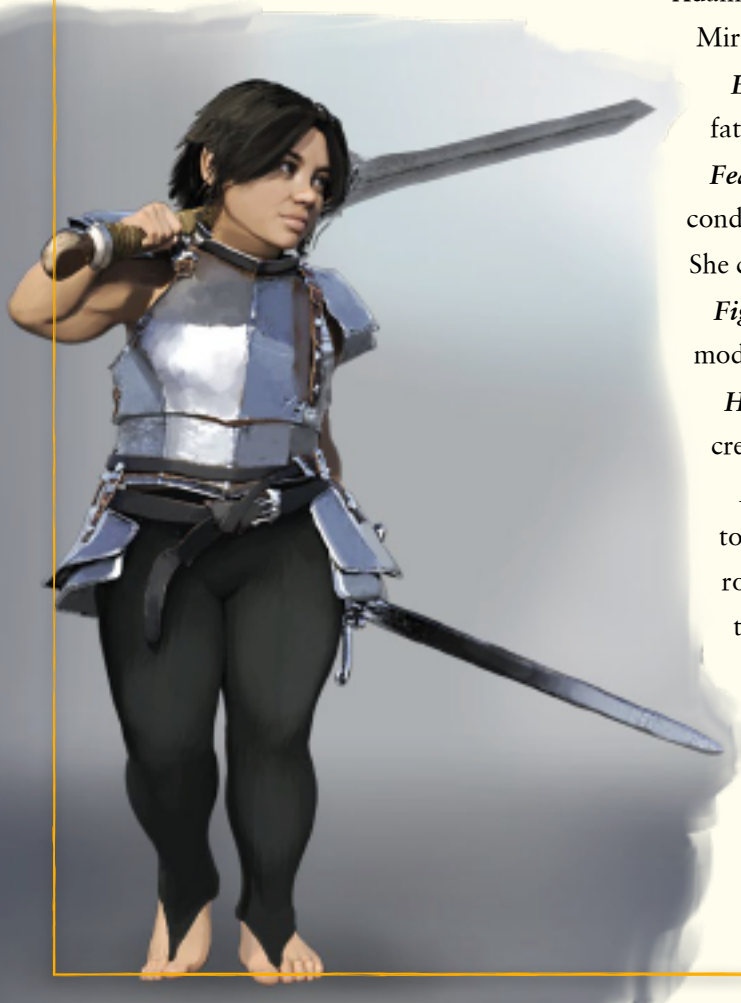
Fighting Style: Two-Weapon Fighting. Zidi adds her Strength modifier to off-hand melee weapon damage (included below).

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

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.

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.

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

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

Soldiering Knack: 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.

BONUS ACTIONS

Handaxe (Off-Hand). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6+3 slashing damage.

Heavy Stance (1 exertion). 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.

ACTIONS

Bastard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 slashing damage, or 1d10+3 slashing damage if wielded in two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6+3 slashing damage.

Lean Into It (2 exertion). Zidi makes a weapon attack. Until the start of her next turn, when she hits a creature with a melee attack, it makes a DC 13 Strength saving throw or falls prone.

REACTIONS

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.

Leading Throw (1 exertion). When a creature within Zidi's reach misses her with a melee weapon attack, the creature makes a DC 13 Dexterity saving throw. If it fails, Zidi moves it in a straight line in the direction of her choice.

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.

SUPPLY

Rations (10 Supply)

AGE 19 **HEIGHT** 2 feet 10 inches **WEIGHT** 36 pounds **SIZE** Small

OVERVIEW

Stronger than her size belies, Zidi is touched by fey magic. Though hunted by minions of her gremlin godmother, Zidi hopes to use her powers to defeat those who think their size and power mean they are not accountable to the small and weak.

HISTORY

When Zidi was only a toddler the armies of a dragon tyrant razed her mountain village. She was saved when gremlins scrounging for salvage found her struggling to dig herself out of rubble. Their dark matron Granny Allswell fostered young Zidi in the caverns of her home in the Dreaming. She taught the halfling to cavort and wrestle with her other little children, but unlike so many other foundlings Granny brought in, Zidi never gave in to fear during the wild underground revels and so did not transform into a gremlin herself.

Granny sent Zidi on missions to steal shinies and cuties from the Waking realm, and every time she was rewarded with a boon of strength. Over time Zidi grew uncomfortable with the fear she was sowing however, so one day she ran away and has never returned.

DESTINY: UNDERDOG

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.

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.

PERSONALITY

Zidi's the kind of person you just can't not like, despite being overeager and too inquisitive. She's one of those lucky souls who are truly happy because they know what they're doing is right, and they enjoy doing it. Zidi lives life intensely but kindly, laughing and crying with those around her. She sometimes seeks out communities of halflings, gnomes, goblins, and kobolds where she grasps for a simple life, yet she never stays long, fearing the pursuit of Granny Allswell's other children.

GOALS

Zidi finds herself drawn to conflicts between fey and the world of mortals. She feels a supernatural strength growing in her (right now she can lift 960 pounds!), and she wants to draw it out by challenging herself and facing ever greater foes. One day she hopes to find the dragon tyrant who killed her family and do some "draggin" of her own: wrestle the monster to the ground, tie it up, and bring it to justice.

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 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.