

VALANT TOMBWALKER

Small humanoid (halfling), Chaotic neutral
Level 8 Fighter

Armor Class 17 (Splint)

Hit Points 82

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	9 (-1)	13 (+1)	13 (+1)

Proficiency Bonus +3

Saving Throws STR +6, CON +7

Skills Athletics +6, History +2, Survival +4

Damage Resistances Fire

Senses passive Perception 13

Languages Common, Halfling, Ahnkmaran, Celestial

Challenge 4 (1,100 XP)

Pelor's Grace. At the start of Valant's turn, he attempts to absolve a nearby ally of an affliction using his sacred amulet. Valant makes a DC14 check, adding his Wisdom modifier. On a success, one allied creature within 10 ft. of Valant has a negative condition (if any) removed. This power cannot remove curses.

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

Brave. Valant has advantage on saving throws against being frightened.

Halfling Nimbleness. Valant can move through the space of any creature that is of a size larger than his.

Pelor's Resilience. Valant has advantage on saving throws against poison, and has resistance against fire damage.

Student of War. Valant has proficiency with cook's utensils and jeweler's tools.

Two-Weapon Fighting. While wielding both axes, Valant can add his ability modifier to the damage of his second attack.

Action Surge. On his turn, Valant can take one additional action. He must finish a short or long rest to use this feature again.

Good Cook. When Valant spends one or more hours cooking food, given he has the appropriate supplies, his meals can grant boons determined by the table below. Valant requires a long rest before he can grant these boons again.

- 1. Restores 4 hit points when consumed.
- 2. Grants +1 to all saving throws for 1 minute.
- 3. Removes the poisoned condition.
- 4. Removes one level of exhaustion.

Actions

Multiaction. Valant makes two attacks with his axes or crossbow.

Dual Axes. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d6 + 3 slashing per axe (2d6 +6).

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320. *Hit* 1d8 + 4 piercing damage.

Bonus Actions

Second Wind. On his turn, Valant can use a bonus action to regain hit points equal to $1d10 + \text{his fighter level (8)}$. Once he uses this feature, he must finish a short or long rest before he can use it again.



Battle Master Maneuvers

Valant has five superiority die, which are d8's. A superiority die is expended when he uses it. Valant regains all expended superiority die when he finishes a short or long rest.

Maneuver Save DC: 15

Brace. When a creature Valant can see moves into the reach he has with the melee weapon he is wielding, he can use his reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Commander's Strike. When Valant takes the attack action on his turn, he can forgo one of his attacks and use a bonus action to direct one of his companions to strike. When he does so, choose a friendly creature who can see or hear him and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Quick Toss. As a bonus action, Valant can expend one superiority die and make a ranged attack with a weapon that has the thrown property. He can draw the weapon as part of making this attack. If he hits, add the superiority die to the weapon's damage roll.

Riposte. When a creature misses Valant with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, he adds the superiority die to the attack's damage roll.

Sweeping Attack. When Valant hits a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

ADDITIONAL EQUIPMENT

PERSONAL

- Splint Mail
- 30 Arrows
- Explorer's Pack
- Cooks Utensils & Jeweler's Tools
- Sacred Amulet of Pelor
- Nyssian Scarab (Familiar)

TREASURE AND PRIZED POSSESSIONS

- Orb of Vaxar
- Golden Rabbit's Foot
- Signet ring for a noble house
- Volothamp's Signature Artpiece
- Netherese Wizard's Spellbook
- Owlbear Egg
- Black Opal from the Temple of Ashai

