



## Vianola Aefir

*HOUSE MIGHT - FIGHTER*

'Trouble' is another way of saying you're right at the wrong time.

Wherever Vianola goes, trouble isn't far behind. Born into a magical family of oracles and diviners who believe and regularly prove fates are fixed, Vianola has turned her back on both magic and fate. She has chosen instead to take almost every opportunity to prove there is a different way — her way. Or, as the staff of the Academy would call it, chaos.

Since arriving at the Academy, Vianola has developed a well-earned reputation as a troublemaker, meaning she's often the first suspect when something catches fire or a fight breaks out. The same holds true in her classes, where she'll often shun the accepted wisdom to find her own method of achieving the same result. When motivation grips her, she is deemed unstoppable!





# Action Reference Guide

## IN ONE ROUND YOU MAY TAKE

### ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

### ONE ACTION



Attack with a weapon or cast a spell.



**Two-Weapon Fighting** allows two attacks using a pair of light weapons, using your **Bonus Action**.



**Grapple** a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



**Dash** allows you to move up to your speed, in addition to your **move action**.



**Disengage** from your melee with a foe. Your movement no longer provokes attacks for this turn.



**Dodge** to focus on defense. Attacks made against you have disadvantage.



**Help** gives an ally advantage to an ability check or attack.



**Hide** gives you an advantage to attacking visible foes and them disadvantage to hit you.



**Ready an Action** performs a single action later in a round, using your **Reaction**, once a trigger occurs.



**Search** devotes your turn to finding something. This may require a **Perception** or **Investigation** check.



**Shove** lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



**Use an object** lets you activate or interact with an item that takes an entire action to function.

### ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

### ONE INTERACTION

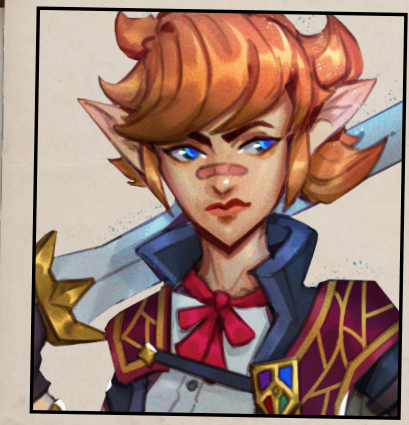


A short amount of speaking and a simple action (e.g. drawing a weapon).

### ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name Vianola Aefir Class Fighter Level \_\_\_\_\_

Elf

#### HERITAGE

Prove there is a different way to achieve the goal, without following the rules.

#### BEST FRIEND

Change the academy rules to allow for more 'flexible' solutions.

#### RIVAL

#### SHORT TERM GOAL

#### LONG TERM GOAL



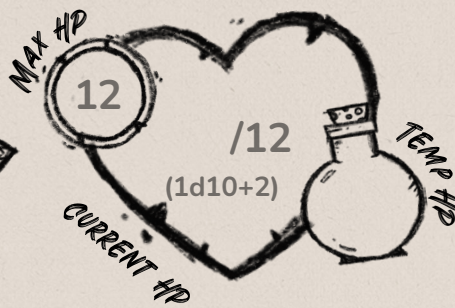
ARMOUR CLASS



INITIATIVE



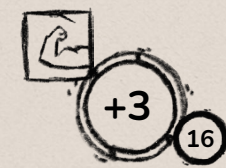
SPEED



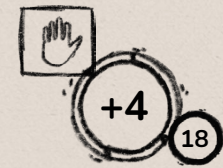
HIT DIE (D10)



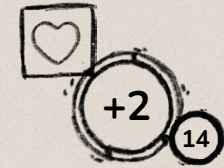
DEATH SAVES



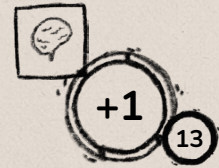
STRENGTH



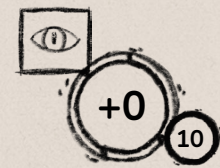
DEXTERITY



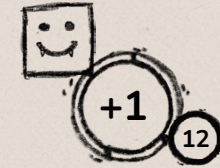
CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA

Shifting Sword. BA The sword shifts between a Long Sword and a Great Sword.

#### ANCESTRAL ITEM

- |  |                                    |
|--|------------------------------------|
| <input checked="" type="radio"/> +5 Strength     | <input type="radio"/> Intelligence |
| <input type="radio"/> Dexterity                  | <input type="radio"/> Wisdom       |
| <input checked="" type="radio"/> +4 Constitution | <input type="radio"/> Charisma     |

#### SAVING THROWS

#### LANGUAGES

Common, Elvish and 2 additional languages

#### ATTACKS

**Ancestral Shifting sword.** 5ft Reach. +6 to hit. Longsword: On hit 1d8+4 PIERC DMG (Versatile 1d10+4 PIERC DMG) Greatsword: On hit 2d6+4 SLASH DMG  
**Javelin.** Melee or Thrown. 5ft Reach. 30/120ft. +6 to hit. On hit 1d6+4 PIERC DMG.

#### EQUIPMENT



CP SP GP

House Badge  
Ancestral Sword  
Chainmail  
5 Javelins  
Dungeoneer's Pack

#### FEATURES & TRAITS

##### Academy Student.

When reduced to 0 HP they can immediately spend any number of hit dice as if they had during a Short Rest. The student cannot use this feature again until they have gained a level.

##### House Badge. Might.

Once per Short Rest reroll a single d20 when making a STR, DEX, CON, CHECK, ATTK or SAVE.

**Darkvision.** 60ft.

**Keen Senses.**

**Fey Ancestry.** ADV on SAVES against being charmed, and magic can't put you to sleep.

**Trance.** (Sleep for 4 hours instead of 8 as part of Long Rest).

**Mage Hand.** 1 ACT. 30 ft. 1 minute. Spectral Hand you can use to manipulate things or carry less than 10 lbs.

##### Second Wind.

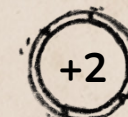
BA Heal yourself 1d10+ class level. Recharges on Short Rest.

**Fighting Style. Great Weapon Fighting,** when wielding a weapon in two hands, you can re-roll on a 1 or 2. You must use the new result.

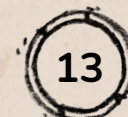


## Skills (Proficient)

- +6 (DEX) Acrobatics
- +5 (STR) Athletics
- +3 (CHA) Deception
- +2 (WIS) Perception
- +6 (DEX) Sleight of Hand



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

## Character Levelling

### LEVEL II

ACTION SURGE

HP: Viano increases her maximum and current HP by 8 (to 20). She gains 1 additional hit dice (for a maximum of 2d10).

#### Features and Abilities:

**Action Surge, Short Rest.** Immediately take an additional action on your turn.

### LEVEL III

HP: Viano increases her maximum and current HP by 8 (to 28). She gains 1 additional hit dice (for a maximum of 3d10).

#### Features and Abilities:

**Martial Archetype:** Pick one or choose: **Champion.**

**Ancestral Item:** When you hit a creature on the same turn as you use Shifting Sword, that creature has DIS on all ATTK that target you until the start of your next turn.