

The Remainder

Level 6 Inzandra'az Fighter



The Remainder stands among the dwindling few of his kind, or so he believes. Time has worn away most of his memories since his creation. He recalls being forged as an elite warrior in service of the Ethernic Empire, and the sting of failure when he couldn't prevent the fatal blow dealt by the dwarf Edrogen to an elf, Corvessean, the one he was meant to safeguard. That failure set forth a chain of events that ultimately obliterated everything he once knew, even his own identity. Another fragment of his past reveals an elf's strike against his face, punishment for a forgotten transgression he struggles to recollect.

Uncertain about his survival to the present, with each audit cycle erasing more fragments of his past to pave way for an uncertain future, The Remainder clings tightly to his most valuable skills: the sword and the polearm. His mastery of ancient fighting techniques bestows upon him an enigmatic advantage, confounding adversaries as he gracefully delivers his fluid strikes. Years of experience have whittled his tactics down to their essential core. Time has been unkind, yet it has honed his techniques.

Now the sole surviving vestige of a forgotten guard faction, The Remainder adheres to a rigid code of laws embedded within his

being. His mission encompasses two objectives: to protect those within the confines of the ancient empire and to amass knowledge. He journeys discreetly, disguising his true nature, extending aid to those in need. However, as threats escalate, targeting his Zytherium core, The Remainder has resolved to seek collaboration with others, to avoid meeting his end at the hands of an assassin, and to bring an end to his ceaseless annals of wandering.

SECRET:

The Remainder has come into possession of a tattered piece of parchment that hints at the potential return or survival of Edrogan. If true, it is likely that Edrogan is behind many of the attempts on The Remainder's existence.

PERSONALITY TRAIT:

I often do not know how to relate to flesh and blood people. Their biology frequently confounds me.

IDEAL:

I will live or die by my own personal code. The weak must be protected. Those that would harm them should be stopped.

BOND:

Somehow, I always find someone who needs protecting.

FLAW:

I cannot remember everything I have done in my long existence.





Character Name
The Remainder

Class & Level
Level 6 Battlemaster Fighter

Race / Background
Inzandra'az / Bodyguard

Alignment
Lawful Neutral

Languages
Common

Attacks & Spellcasting

Name	ATK	Damage
Vigilance (1-Handed)	+9	1d8+6 Slashing
Vigilance (2-Handed)	+9	1d10+6 Slashing
Pike	+8	1d10+5 Piercing
Heavy Crossbow	+5	1d10+2 Piercing

Equipment

Weapons: Vigilance (Longsword, Versatile (1d10); See Special Abilities), Pike (Heavy, reach, two-handed), Heavy Crossbow (Ammunition (range 100/400), heavy, loading, two-handed), 20 crossbow bolts
Armor: Chain Mail (Disadv. to Stealth), Shield
Gear: Deck of Perilous Fortuity, Ancient Insignia, Tattered Ethnic Banner, Belt Pouch containing 10 gp, Backpack, Tinderbox, Torch x10, 50' Hempen Rope, Tinker's Tools, Traveler's Garb.

Proficiency Bonus +3	Inspiration	Passive Perception 12
+5 Strength	✦ +8 ● +8	Saving Throws Athletics
+2 Dexterity	✦ +2 ○ +2 ○ +2 ○ +2	Saving Throws Acrobatics Sleight of Hand Stealth
+2 Constitution	✦ +5	Saving Throws
+1 Intelligence	✦ +1 ○ +1 ● +4 ○ +1 ○ +1 ○ +1	Saving Throws Arcana History Investigation Nature Religion
+2 Wisdom	✦ +2 ○ +2 ○ +2 ○ +2 ● +5 ● +5	Saving Throws Animal Handling Insight Medicine Perception Survival
+0 Charisma	✦ +0 ○ +0 ● +3 ○ +0 ○ +0	Saving Throws Deception Intimidation Performance Persuasion

Armor Class 20	Initiative +2	Speed 30 ft.
MAX HP 64		Current HP
Temporary Hit Points		
Hit Dice 6 (d10) Total	Death Saves Success- ○ ○ ○ Failures ○ ○ ○	
Spellcasting Ability -	Spell Save DC -	Spell Attack Bonus -

Proficiencies

Armor: All armor, Shields

Weapons: All Weapons

Saving Throws: Strength, Constitution

Tools: Land Vehicles, Playing Cards, Tinker's Tools

Notes

Battlemaster Maneuver Save DC = 16

The Remainder

Level 6 Special Abilities (Part 1 of 2)



SECOND WIND - 1/SHORT REST



ACTION SURGE - 1/SHORT REST



SUPERIORITY DIE - 5/SHORT REST



INERT REJUVENATION - You must periodically recover by going inert and allowing the Zytherium within you to gather arcane power from the Everflow. This inert state functions as sleep does for other creatures, and you may benefit from the effects of short and long rests as normal, requiring the same amount of time to complete. You are affected by magic or other effects that cause sleep in the same manner as other creatures. You are able to dream during this inert state, and may rest in any position, as comfort has no bearing on your metal body.

BODY OF METAL - Your metal body provides certain benefits and drawbacks.

- You don't need to eat, drink, or breathe.
- You are immune to disease, poison damage, and to the poisoned and exhaustion conditions.
- You gain a +1 bonus to Armor Class.
- Armor worn over your frame costs an extra 50%, as it must be specially fitted and/or custom made.
- You are vulnerable to lightning damage.

SUBJECT TO REPAIR - You may not be healed by normal means.

Listed below are the means by which Inzandra'az may restore HP.

- A Mending cantrip cast on an Inzandra'az restores 1d4 + the caster's spellcasting ability modifier. The GM has the discretion to determine if certain injuries are beyond repair from Mending,

or to otherwise limit its use to heal.

- You regain all lost hit points upon completing a long rest, and may spend hit dice to regain hit points during a short rest, as per the standard rules for rests and healing.
- A spellcaster may use an action to "Invest Zytherium" by touching the Inzandra'az and spending a spell slot from an arcane class (Wizard, Sorcerer, Warlock, Bard, Artificer, or Spellcaster). This action will restore a number of d6 equal to the spell level expended, plus additional hit points equal to the level of the spellcaster. Note that Inzandra'az spellcasters may cast Mending or expend spell slots to heal themselves.

DESIGNED FOR SUCCESS - When you were designed, your maker specialized you in the following way: *Specialized Metal* - Your body is made of seric iron providing you with an additional +1 to Armor Class. Armor worn over your frame now costs an extra 100% (instead of 50%).

SHAPED BY EXPERIENCE - Your long life has molded you, giving you the following trait: *Unshakable Autonomy* - You have advantage on saving throws against spells or effects that would cause you to become charmed or compel you to follow a command.

EYES OF ETERNIUVIS - You recall an elf tinkering with your eyes, replacing them with your current bright blue orbs. Whatever they did, you have proficiency with Wisdom (Perception) skill checks.

BODYGUARD - You provide three-quarters cover to any Medium or smaller ally if they are within 5 feet of you and you are standing directly between your ally and an attack or other effect targeting your ally. Your ally gains a +5 bonus to AC and Dexterity saving throws.

SECOND WIND - You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE - You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

FIGHTING STYLE: PROTECTION - When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

STUDENT OF WAR: THINKER'S TOOLS - You gain proficiency with one type of artisan's tools of your choice.

The Remainder

Level 6 Special Abilities (Part 2 of 2)



EXTRA ATTACK - You can attack twice, instead of once, whenever you take the Attack action on your turn.

SUPERIORITY DICE - You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

MANEUVERS - You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

- **MANEUVER: MANEUVERING ATTACK** - When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- **VIGILANCE** - You remember that your master gave you a longsword created just for you. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, Vigilance grants you one extra superiority die.
- **TOUGH** - Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
- **MANEUVER: RALLY** - On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.
- **MANEUVER: GOADING ATTACK** - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.