

# KVOTHE

## KVOTHE

Medium humanoid (human), chaotic good

**Armor Class** 14 (natural armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	17 (+3)	10 (+0)	18 (+4)

**Saving Throws** Dex +6, Int +6, Cha +7

**Skills** Acrobatics +6, Arcana +9, History +6, Insight +3, Perception +3, Performance +10, Persuasion +7, Sleight of Hand +6, Survival +3

**Damage Resistances** cold, fire, lightning, thunder

**Damage Immunities** psychic

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Ademic, Common, Siaru, Tema

**Challenge** 8 (3,900 XP)

**Shielded Mind.** Kvothe is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Innate Spellcasting.** Kvothe's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *gust*, *mending*, *vicious mockery*, *thaumaturgy*, *produce flame*, *sacred flame*

2/day each: *hideous laughter*, *detect magic*

1/day each: *charm person*, *alarm*, *heat metal*, *wind wall*

## ACTIONS

**Ramston Steel Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

*A short metal blade mounted to a small hilt and crossguard made of a Ramston steel, strong but brittle.*

(You have a +4 bonus to attack rolls made with this weapon. But on a 1 it breaks).

**Caesura.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

(You have a +2 bonus to attack and damage rolls made with this weapon).

## LEGENDARY ACTIONS

Kvothe can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kvothe regains spent legendary actions at the start of its turn.

**Lightning Bolt (1 charge).** Kvothe magically creates three bolts of lightning, each of which can strike a target Kvothe can see within 120 feet of it.

A target must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

**Name of the Wind (1 charge).** A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point Kvothe can see within 120 feet of it. The whirlwind lasts as long as Kvothe maintains concentration (as if concentrating on a spell).

Any creature but Kvothe that enters the whirlwind must succeed on a DC 12 Strength saving throw or be restrained by it. Kvothe can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if Kvothe loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 12 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

