DUALINK

Caitlyn

BBEG



Arcane Edition

Caitlyn Kiramman

Medium humanoid, lawful good

Armor Class: 15 (light armour)
Hit Points: 110 (22d8 + 22)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws: Dex +7, Int +5
Skills: Perception +4, Investigation +5, Stealth +7
Senses: Passive Perception 14
Languages: Common
Challenge: 6 (2,300 XP)

Headshot. Caitlyn builds up a ***Headshot*** Counter as she fights. After landing 3 successful ranged attacks, her next attack becomes a Headshot, dealing double damage and ignoring resistances.

Precision Shooter. Caitlyn's ranged weapon attacks score a critical hit on a roll of 19 or 20.

Tactical Placement. When Caitlyn uses her movement, she can ignore difficult terrain, and ranged weapon attacks against her have disadvantage if she is at least 20 feet away from the attacker.

Actions

Multiattack. Cailtyn makes two Piltover Peacemaker attacks.

Piltover Peacemaker. Caitlyn fires a powerful, precision shot with her rifle, delivering significant damage to a single target. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. Hit: 16 (3d8 + 4) piercing damage.

90-Caliber Net. Caitlyn fires a weighted net to create distance and immobilize her opponent. *Ranged Weapon Attack:* +7 to hit, range 20 ft., one target. Hit: 15 (3d6 + 6) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be restrained until the end of its next turn. After using this action, Caitlyn moves back 10 feet without provoking opportunity attacks. Additionally, if the target is restrained by the net, Caitlyn's next attack against them has advantage.

Bonus Actions

Marked for Execution. As a bonus action, Caitlyn marks a single creature within 120 feet as her prey. Until the end of her next turn, she gains a +3 bonus to attack rolls against the marked creature and deals an additional 7 (2d6) damage on a hit.

Tactical Snare. Caitlyn places a Yordle Snap Trap at a location within 15 feet. The trap remains active until the start of her next turn or until triggered. When a creature enters the trap's space, they must succeed on a DC 15 Dexterity saving throw or take 9 (3d6) piercing damage and become restrained until the end of their next turn. Caitlyn next attack against a creature restrained by the trap is a headshot.

Legendary Actions

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

Quick Reload. Caitlyn reloads her rifle, gaining one additional ranged attack with her Piltover Peacemaker. This attack cannot trigger her ***Headshot*** Passive, but it contributes to her ***Headshot Counter***.

Combat Awareness. Caitlyn moves up to 15 feet without provoking opportunity attacks. If she ends this movement with a clear line of sight to an enemy, she gains a +2 bonus to her next ranged attack roll.

Tactical Snare (Costs 2 Actions). Caitlyn quickly places a Yordle Snap Trap within 15 feet. The trap remains active until the start of her next turn or until triggered.

Sniper's Precision

When Caitlyn drops below 50% of her maximum hit points, her training and instincts take over. She immediately sets two Yordle Snap Traps within 15 feet of her current position and repositions herself up to 30 feet away without provoking opportunity attacks.

Sniper's Edge. Caitlyn's ranged attacks ignore half cover and three-quarters cover, and her Piltover Peacemaker gains an additional damage die (4d8 total).

Trap Mastery. Caitlyn can now place two Yordle Snap Traps at once when using the Tactical Snare bonus action or Tactical Snare legendary action.

Precision Mobility. After making a ranged attack, Caitlyn can move up to 10 feet without provoking opportunity attacks.

Deadly Focus

When Caitlyn drops below 25% of her maximum hit points, she shifts into a state of unparalleled focus, singling out a target for elimination with her ultimate ability. When Caitlyn enters Phase 3, she immediately selects one creature within 120 feet as her target for ***Ace in the Hole***. A glowing red reticle appears above the target's head, and a faint, eerie light emanates from Caitlyn's rifle barrel. She will fire the rifle as an action during her next round.

The target must make a DC 16 Dexterity saving throw. On a failed save: The target takes 50 (8d10 + 6) piercing damage. On a successful save: The target takes half damage. This attack ignores cover and resistances to piercing damage.

Special Weaknesses

Close Quarters Vulnerability

Caitlyn struggles in close-range combat. She has disadvantage on all ranged weapon attacks against creatures within 5 feet unless she uses her 90-Caliber Net to create distance.

Snare Counter

Discovery Mechanism. A character proficient in Investigation or Thieves' Tools can analyze Caitlyn's traps during combat. This requires a successful DC 15 Investigation or DC 15 Dexterity (Thieves' Tools) check while within 30 feet of an active Yordle Snap Trap.

Consequence. If successful, the character identifies a way to disable Caitlyn's traps.

The next two Yordle Snap Trap triggered by any creature fails to restrain its target, deals only half damage and no longer grants a ***Headshot*** on the next attack. Additionally, Caitlyn's ability to place traps is disabled for 1 round as she recalibrates her equipment.

Piltover's Finest

When Vi is on the battlefield alongside Caitlyn, their teamwork enhances their effectiveness, combining Vi's brute strength with Caitlyn's precision and strategy. This passive grants the following benefits:

Coordinated Assault.

- When Vi hits a creature with a melee attack, Caitlyn gains advantage on her next ranged attack against that creature until the end of her next turn.
- When Caitlyn lands a critical hit with a ranged attack, Vi can use her reaction to move up to 20 feet toward the target and make a melee attack.

Tactical Coverage. As long as Vi and Caitlyn are within 30 feet of each other, both gain +1 AC.



~Caitlyn's Rifle