DUALINK

Commander Farsight

BBEG



Warhammer40K Edition

Commander Farsight

Medium humanoid (T'au), lawful neutral

Armor Class: 21 (XV8–02 Crisis Command Battlesuit)
Hit Points: 325 (30d8 + 180)
Speed: 35 ft., fly 40 ft. (hover, jet thrusters)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	18 (+4)	16 (+3)	18 (+4)

Saving Throws: Dex +10, Con +12, Wis +9, Cha +10
Skills: Athletics +12, Insight +9, Perception +9, Intimidation +10
Damage Resistances: force; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 19
Languages: T'au, Common
Challenge: 19 (22,000 XP)

Master of the Enclaves. Farsight cannot be charmed while conscious. Allied creatures of his choice within 20 feet gain advantage on saving throws against being frightened.

XV8 Command Frame. **Advanced Targeting Array.** The first time each round Farsight hits a creature, it becomes **Marked** until the end of his next turn:

- It cannot benefit from half or three-quarters cover.
- Farsight deals an extra 1d8 force damage to it.
- The first time it makes an attack roll before the mark ends, it has disadvantage.

BLADewind PROTOCOL. Farsight

has Protocol (0–5). He gains 1 Protocol (max 5) when:

- He reduces a creature to 0 hit points.
- He hits a Marked creature.
- He scores a critical hit.

If Farsight ends his turn without hitting a creature, he loses all Protocol.

Each Protocol grants:

- +1d6 force damage on Dawn Blade attacks.

At 3 Protocol:

- Advantage on Dexterity saving throws.
- Jet Thrusters distance increases to 40 ft.

At 5 Protocol:

- Dawn Blade scores a critical hit on 19–20.
- When Farsight hits with Dawn Blade, he regains 15 hit points.

Actions

Multiattack. Farsight makes three attacks with Dawn Blade or two Plasma Rifle attacks.

Dawn Blade. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target Hit: 21 (2d10 + 6) slashing damage plus 18 (4d8) force damage, plus Protocol damage. If the target is Marked, it must succeed on a DC 18 Constitution saving throw or:

- Its speed is reduced by 10 feet until the end of its next turn.
- It cannot regain hit points until the start of Farsight's next turn.

Plasma Rifle. *Ranged Weapon Attack:* +12 to hit, range 120/240 ft., one target Hit: 27 (6d8) radiant or force damage (Farsight's choice). On

hit, the target has disadvantage on its next attack roll before the end of its next turn.

Breakthrough Charge (Recharge 5–6). Farsight moves up to his flying speed. He may move through hostile creatures' spaces during this movement. Each creature he moves past must succeed on a DC 18 Dexterity saving throw or:

- Take 31 (7d8) force damage.
- Be knocked prone.

At the end of this movement, Farsight may make one Dawn Blade attack.

Bonus Actions

Tactical Reassignment (Recharge 6). Farsight immediately Marks a creature he can see within 60 feet.

Jet Thrusters. As a bonus action, Farsight moves up to 30 feet without provoking opportunity attacks. If he moved at least 20 feet before hitting with a melee attack this turn, that attack deals an additional 2d8 force damage.

Reactions

Overwatch. When a creature Farsight can see moves within 60 feet of him, he may make one Plasma Rifle attack against it. If this attack hits, the creature's movement becomes 0.

Precision Counter. When Farsight is hit by an attack, he adds +4 to his AC against that attack, potentially causing it to miss.

Legendary Actions

Farsight can take 3 legendary actions, regaining them at the start

of his turn.

Jet Reposition. Farsight moves up to 30 feet without provoking opportunity attacks.

Plasma Shot. Farsight makes one Plasma Rifle attack.

Execute (Costs 2 Actions). Farsight makes one Dawn Blade attack against a Marked target.

Adaptive Strategy (Costs 3 Actions). Farsight immediately gains 1 Protocol and may Mark a creature.

For the Enclaves

When Farsight is reduced to 0 hit points for the first time, he does not fall. Instead:

- He regains 150 hit points.
- Immediately gains 3 Protocol.
- Jet Thrusters may be used at the start and end of his turn without using a bonus action.
- Plasma Rifle attacks become 10-foot-radius bursts (Dex DC 18 for half).

This transformation refreshes Breakthrough Charge.