DUALINK

March 7th

NPC/Monster



Honkai Star Rail Edition

March 7th

Medium humanoid, chaotic good

Armor Class: 16 (natural armour)
Hit Points: 120 (20d8 + 40)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6	20	14	8	12	20
(-2)	(+5)	(+2)	(-1)	(+1)	(+5)

Saving Throws: Dex +8, Cha +8
Skills: Persuasion +8, Acrobatics +8, Perception +4
Senses: Passive Perception 14
Languages: Common
Challenge: 5 (1,800 XP)
Proficiency Bonus: +3

Ultimate Attack! March 7th has a resource called Energy Points (max 230). She gains Energy Points by using her actions, bonus actions, and reactions. At full Energy, she can cast her Ultimate Ability, resetting her Energy to 0. Energy Points do not reset after battles.

Pure Skill. March 7th has a resource called Skill Points (max 5). These points can be spent to fuel her abilities or cast spells as bonus actions.

Frozen Condition. A creature affected by the ***Frozen*** condition remains hindered for 1d4 - 1 rounds (minimum 1 round) unless the condition ends prematurely. While ***Frozen***, the creature's movement speed is reduced to 10 feet, and it can only take an action or a bonus action, not both, on its turn. Additionally, the creature has disadvantage on concentration checks to maintain spells or effects. The condition can end early if the creature succeeds on a DC 16 Constitution saving throw at the end of its turn (no action required) or if it is targeted by an ability or spell that removes afflictions, such as Lesser Restoration.

Spellcasting

Spellcasting Ability: Charisma (spell save DC 16, +8 to hit with spell attacks).

Spell Slots: two 1st level, one second level and one third level.

Spell List:

- *Cantrips:* Ray of Frost, Minor Illusion, Mage Hand
- *1st Level:* Bless, Charm Person, Ice Knife, Shield
- *2nd Level:* Rime's Binding Ice, Enlarge/Reduce, Misty Step, Calm Emotions
- *3rd Level:* Dispel Magic

Actions

Multiattack. March 7th makes two Longbow attacks. Cost: 2 Skill Points. Grants 25 Energy Points.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: (1d8 + 5 + her CR) piercing and 1d4 cold damage. Grants 1 Skill Point and 15 Energy Points.

Ray of Frost. *Spell Ranged Attack:* +8 to hit, range 60 ft., one target. Hit: 10 (2d8) cold damage and reduces target's speed by 10 ft. until the end of its next turn. Grants 1 Skill Point and 5 Energy Points.

Ice Barrage (Ultimate; Recharge by Energy). March 7th fires a 30 ft. cone of ice. Each creature in the area must make a DC 16 Dexterity saving throw taking 22 (5d8) cold damage and the Frozen condition on a fail, or half damage and no Frozen condition on a success.

Icy Terrain. As a result of the area becomes difficult terrain for 1 minute. Creatures entering or starting their turn on the terrain must succeed on a DC 16 Dexterity saving throw or fall prone.

Bonus Actions

The Power of Cuteness. March 7th grants an ally within 30 feet Temporary Hit Points equal to 15 + her proficiency bonus + her Charisma modifier. These last for 3 rounds. Cost: 1 Skill Point. Can target an additional ally for 1 additional Skill Point. Grants 30 Energy Points.

Think of Something Cool! March 7th regains 1 Skill Point and 5 Energy Points.

Quick Spellcasting. March 7th can spend Skill Points (1 per spell level) to cast a spell as a bonus action.

Reactions

Protective Ice. When an ally with Temporary Hit Points from The Power of Cuteness is attacked, March 7th can make a ranged weapon attack against the attacker.On a hit, she gains 5 Energy Points.

Behavior

March 7th is a bold and compassionate soul who deeply values her allies and always strives to support them whenever possible. However, her love for the spotlight often takes center stage. Lacking a strategic mindset, March tends to use her ultimate ability the moment her energy is maxed, without much thought for timing or resource management.

She’s willing to do whatever it takes to be the center of attention and earn the praise she craves!