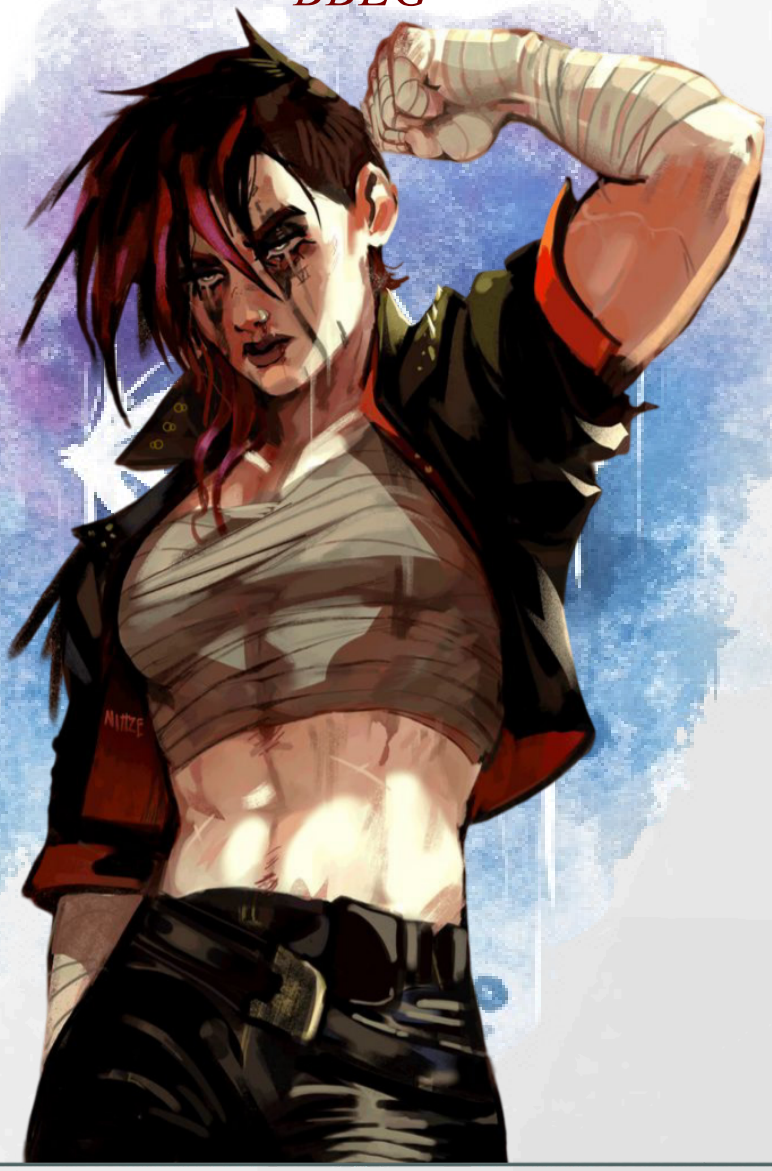
DUALINK

Vi

BBEG



Arcane Edition

Vi

Medium humanoid, chaotic neutral

Armor Class: 16 (natural armour)
Hit Points: 161 (15d8 + 60)
Speed: 30 ft.

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

Saving Throws: Str +7, Dex +5, Con +5
Skills: Athletics +7, Intimidation +5, Perception +3
Damage Resistances: Bludgeoning from nonmagical attacks
Condition Immunities: Charmed, Frightened
Senses: Passive Perception 13
Languages: Common, Undercommon
Challenge: 7 (2,900 XP)
Proficiency Bonus: +3

Momentum Points. Vi gains ***Momentum Points*** during combat, which provide cumulative benefits. ***MP*** is capped at 10. She gains ***MP*** under the following conditions:

- Lands a melee attack.
- Performs a maneuver successfully.
- Reduces a creature to 0 HP.
- Breaks an environmental object (e.g., a wall or crate).

MP grants the following benefits:

- *1–3 MP:* Vi reduces incoming damage by 1 per stack, per instance of damage.
- *4–6 MP:* Vi gains a +1 bonus to attack rolls and saving throws.
- *7–9 MP:* Vi adds +1d6 force damage to all melee attacks.
- *10 MP:* Vi enters Overdrive (see below).

While Vi has 10 MP, she becomes an unstoppable force entering ***Overdrive***. In ***Overdrive***:

- She gains resistance to all damage except psychic damage.
- Her movement speed increases by 10 feet.
- She can make one additional attack whenever she takes the Attack action.

If Vi ends her turn without making an attack, breaking an object, or reducing a creature to 0 HP, she loses all ***MP***.

Reckless Fury. When Vi takes more than 15 damage from a single attack, her attacks deal an additional +2 damage until the end of her next turn, but her AC is reduced by 1.

Agile Bruiser. Vi's movements are calculated and swift. Opportunity attacks against her are made with disadvantage.

Street Brawler. Vi can use objects in the environment as improvised weapons. When using an object weighing up to 50 pounds, she deals an additional 1d8 damage.

Actions

Multiattack. Vi unleashes a flurry of powerful strikes, making two Gauntlet Strikes.

Gauntlet Strike. Vi slams her mechanical gauntlets into a target with devastating force. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) bludgeoning damage.

Vaulting Strike. Vi leaps up to 20 feet in a straight line and crashes down on her target with precision. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 4) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or be knocked back 10 feet and prone. She must have 20 feet of movement available in order to perform this attack.

Ground Slam (Recharge 5–6). Vi slams the ground with her gauntlets, generating a shockwave that ripples outward. All creatures within 15 feet must make a DC 15 Strength saving throw. On a failed save, creatures take 22 (4d8 + 2) bludgeoning damage and are knocked prone. On a successful save, creatures take half damage and remain standing.

Maneuvers. If Vi lands both of her Gauntlet Strikes during a Multiattack, she can execute one of the following maneuvers as a free action:

Suplex. Vi grabs the target and slams them into the ground. The target must succeed on a DC 15 Strength saving throw or take 14 (3d6) bludgeoning damage and be knocked prone.

Disarming Uppercut. Vi delivers a powerful uppercut. The target must succeed on a DC 15 Dexterity saving throw or take 14 (3d6) bludgeoning damage and drop one held item of Vi's choice.

Pummeling Grab. Vi grapples the target (escape DC 15) and deals 6 (1d6 + 3) bludgeoning damage. She also has half-cover while the target is being grappled.

Bonus Actions

Brawler's Step. Vi takes a quick, calculated step to reposition. She moves up to 10 feet without provoking opportunity attacks. If she ends this movement adjacent to a creature, she gains advantage on her next attack against that creature this turn.

Adrenaline Surge. Vi focuses her energy, gaining temporary hit points equal to her Constitution modifier + her proficiency bonus (6 total). This can be used once per short or long rest unless she is in Overdrive, during which she can use it freely.

Legendary Actions

Vi can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time. She regains spent legendary actions at the start of her turn.

Momentum Jab. Vi strikes with a quick jab at a creature within reach. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Defensive Step. Vi quickly steps back or to the side, moving up to 10 feet without provoking opportunity attacks.

Pressure Slam (Costs 2 Actions). Vi brings her gauntlet down in a crushing overhead strike. One creature within 5 feet must succeed on a DC 15 Strength saving throw or take 10 (2d6 + 4) bludgeoning damage and be knocked prone.

Gauntlet Overdrive

When Vi drops below 50% of her maximum hit points, her gauntlets activate an enhanced overdrive mode, pushing her abilities and aggression to the next level.

Vi gets the following traits:

- Vi's speed increases by 10 feet (total 50 ft.).
- Vi gains advantage on all Strength checks and saving throws.
- The first attack during her round has 20 feet reach.
- Momentum Jab deals an additional 1d6 damage.
- Pressure Slam now forces all creatures within 5 feet of the primary target to make the saving throw.

New Action

Titan Rush (Recharge 5-6). Vi charges forward in a straight line up to 40 feet, plowing through enemies in her path. All creatures in the line must succeed on a DC 16 Dexterity saving throw or take 22 (4d10) force damage and be knocked prone. On a successful save, creatures take half damage and are not knocked prone. Titan Rush destroys any non-magical obstacles or objects in its path, leaving behind difficult terrain in the line of the charge.

Unstoppable Force

When Vi drops to 25% of her maximum hit points, she becomes an unrelenting force of destruction, channeling every ounce of energy into overwhelming offense.

Vi gets the following traits:

Iron Resolve. Vi gains temporary immunity to being charmed, frightened, or paralyzed, as her sheer determination drives her forward.

Frenzied Fighting. Vi can make an additional Gauntlet Strike as part of her Multiattack, allowing her to attack 3 times per turn.

Last Stand. When Vi is reduced to 0 HP, she remains conscious and fights for 1 additional round before succumbing. During this final round, she automatically uses Iron Gauntlet Barrage as her last ability. Iron Gauntlet Barrage. Vi delivers a flurry of punches, targeting up to 4 creatures within 10 feet. Each creature must make a DC 17 Dexterity saving throw or take 22 (5d8) bludgeoning damage. Creatures that succeed on the save take half damage.

Special Weaknesses

Gauntlet Overload

Discovery Mechanism. A character proficient in Arcana or Investigation can observe the mechanics of Vi's gauntlets during combat. This requires a successful DC 15 Intelligence (Investigation) or DC 15 Intelligence (Arcana) check while Vi uses a gauntlet ability .

Consequence. If exploited, the character identifies a weak point in her gauntlets. The next time Vi uses an ability involving her gauntlets (such as Titan Rush or Pressure Slam), the gauntlets temporarily malfunction, causing her to take 10 (2d6 + 3) force damage and be stunned until the end of her next turn.

Reckless Aggression

Discovery Mechanism. A character proficient in Insight or Perception notices Vi's tendency to overcommit during combat. This requires a DC 16 Wisdom (Insight) or DC 16 Wisdom (Perception) check after observing her use a maneuver.

Consequence. If exploited, the character can force Vi into an overextended position.

The next time Vi moves or uses an ability that involves repositioning, her AC is reduced by 2 until the start of her next turn, and opportunity attacks against her are made with advantage.

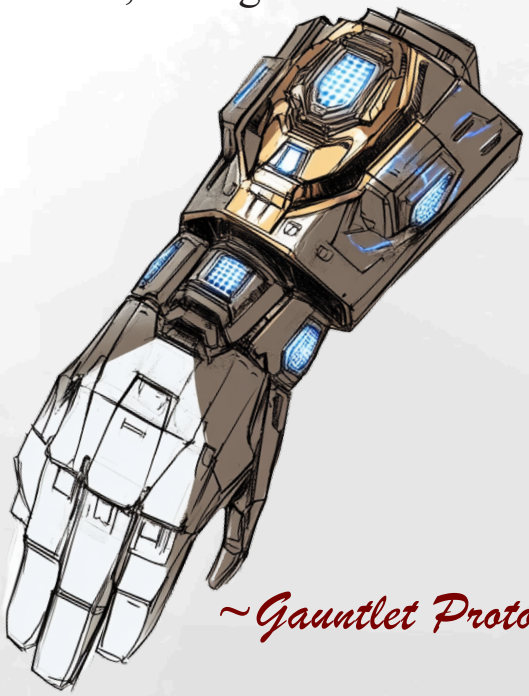
Piltover's Finest

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.



~Gauntlet Prototype

"I Spent So Many Nights In That Shitty Prison, On That Freezing Floor, Hungry, Bloody, Counting The Hours. The Only Thing, The Only Thing That Kept Me Going Was The Thought Of Getting Back To You."