



PETRA MACNEARY

Medium humanoid (human), lawful neutral

Armor Class 12

Hit Points 76 (7d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Skills History +7, Nature +7, Perception +7, Sleight of Hand +8

Senses passive Perception 11

Languages brigidian, fodlan

Challenge 7 (8226 XP)

Armor Slayer. Petra makes attack rolls with advantage when attacking a target that is wearing armor provided she is using a sword. If she rolls a 1 for damage against such a target, she may re-roll the dice but must keep the new result.

Alert Stance. Petra can take the Dodge action as a bonus action on her turn.

Hunter's Boon. When fighting, Petra gets a critical hit on a natural roll of 18, 19, or 20.

Keen Intuition. Petra cannot be surprised provided she is conscious. As a reaction, she can make saving throws against traps with advantage or add her Wisdom modifier to her AC.

Light Fingers. Petra makes sleight of hand rolls with advantage when attempting to steal or palm small objects weighing less than 5lbs.

Lock Touch. Petra can use her action to open locked doors or chests that she can touch.

Savage Sword Critical. Petra does an additional die of damage when she gets a critical hit and is using a sword of any kind.

ACTIONS

Multiattack. Petra attacks twice with her scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) slashing damage.

REACTIONS

Savage Riposte. If Petra is holding a sword in her hand and is missed by a melee or ranged attack, she may use her reaction to move up to her speed and make an attack roll against her attacker. This movement does not trigger opportunity attacks.

Petra is a hostage.

Her native kingdom of Brigid was conquered by the Adrestian Empire, and she has been forced to attend their school in an effort to “civilize” her.

She’s a proud young woman from a culture that has never had the benefit of crests to lend them magic, but has managed to stand apart from all the magic-using nations of the world until just recently.

The young queen of the Adrestian Empire, Edelgard, has made an effort to try and befriend the aloof young woman, though only time will tell if that effort will result in friendship or a true alliance between nations.

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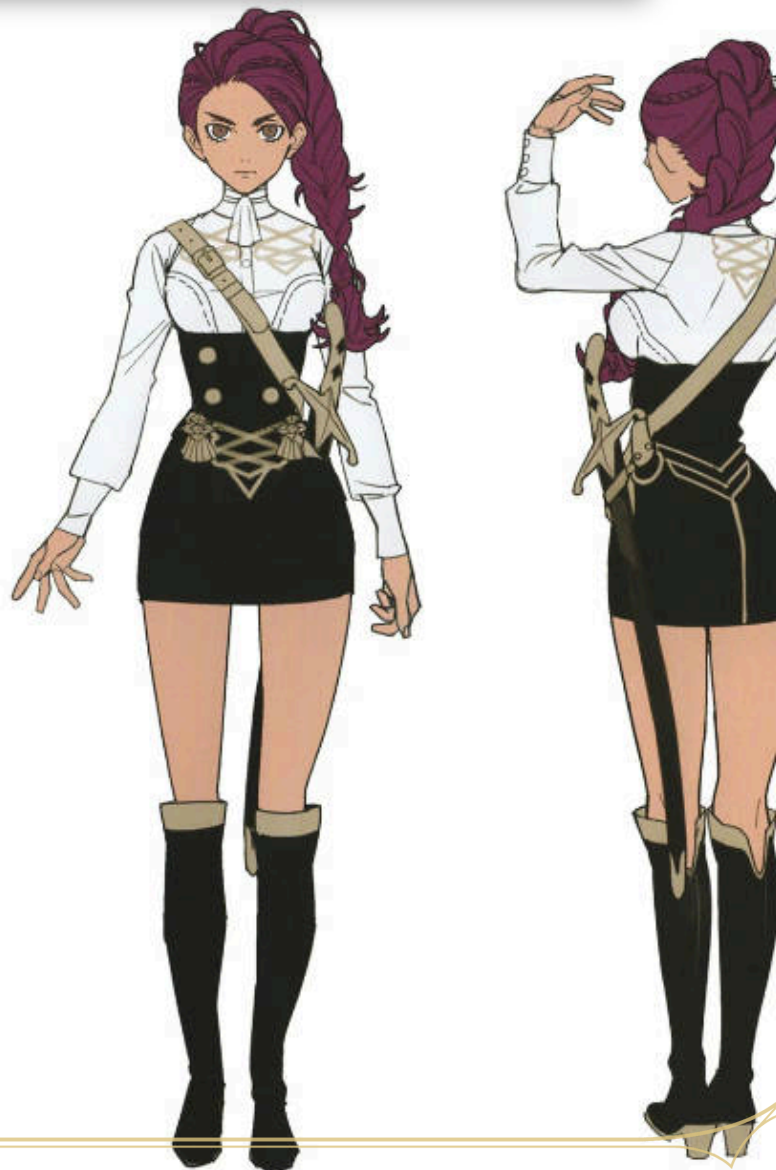
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CAPTURING PETRA MACNEARY

Petra is, generally speaking, cautious and aloof. She has difficulty with languages outside her native brigidian and but has been expected to speak at a level equal to her captors with little-to-no training. She's good at holding back but possesses a powerful sense of self and confidence that has carried her through circumstances that would crush lesser people.

And she quietly hates magicians of all stripes.

Gathering Intel. Petra is a queen in exile who, nonetheless, manages to hold onto a noble position even as a hostage. As such she is typically not hard to find - the problem is that she is always surrounded by a small cadre of bodyguards that are completely loyal to her.

These bodyguards can be represented by stat blocks found in the Monster Manual.

Petra travels with *three guards (p347)* and *three scouts (p349)* at all times.

Combat. As soon as combat begins, Petra will identify anyone that can use magic and target them first. She's unconcerned with things like cover, traps, ambushes, or enemy numbers. Her Alert Stance and Keen Intuition keep her safe, and any magician that tries to strike her from a distance and misses is going to get a Savage Riposte.

On the surface, Petra doesn't appear to do much damage, but her Armor Slayer, Hunter's Boon, and Savage Sword Critical can quickly add up to surprising degree. When she does hit big, it *hurts*.

Petra expects her guards to keep up with her and will have them follow her from one target to the next, using their high AC to keep her and themselves safe. She prefers that her scouts stand back and target fighters or any magicians that she hasn't gotten to yet.

TRANSPORTING PETRA MACNEARY

As soon as Petra wakes up, she will use her Lock Touch to escape any bindings and Light Fingers to steal anything she needs to escape.

It is vital that her hands are kept away from whatever keeps her bound.

If she does get out, Petra will attempt to find a sword and attack again. She, more than most, knows the price of losing.

BREAKING PETRA MACNEARY

Petra will attempt to hold herself aloof from her captors, waiting and watching for some sign of weakness. It's important to break her before she finds it and to keep a careful eye on her, because no one can escape like she can.

Breaking Abilities. Petra is physically tough and possesses a strong sense of self that others find attractive. She draws people to her without even meaning to, and she endures the disdain of crest-bearers who think her whole civilization is somehow less than theirs.

Her primary abilities are Constitution and Charisma.

Breaking Skills. Petra is a master of several skills that she takes great, if quiet, pride in.

While breaking skills, roll a d4, where 1 is History, 2 is Nature, 3 is Perception, and 4 is Sleight of Hand.

If the skill being attacked is the one that shows up the die, you have discovered one of her two chosen skills and can now go about breaking it as normal.

Breaking Background. Petra is effectively a Knight of Solamnia. She doesn't hide this.

Escape. Petra has spent a good amount of her life in captivity of one kind or another and will not be shocked or alarmed by the ICF's attempts to shape her to their liking. She may even pretend to play along, if only to get her captors to let their guards down.

She can use her Lock Touch trait to break open or otherwise escape any binding that might be tying her down, and can use her Light Fingers trait to steal cards, keys, or anything else she might need to make her escape. When dealing with Petra, it's not a matter of if she gets out so much as it is a question of when.

When she escapes, Petra will immediately try and find anything even remotely sword-like. She will assume any form of technology she comes across is some form of magic; there's very little that frightens her or sets her off her game.

She'll rescue others if she can, but won't go out of her way to do so - she doesn't know who any of these people are and has no loyalty to any of them. That being said, she will attempt to rescue anyone she sees being tortured, and will attempt to get them home.

If she can find a portal and figure out how to get home, she will quickly attempt to put this whole thing behind her. If she is friends with Edelgard or Byleth, she will tell them about what happened and let either of them deal with it.



