

Veth Ironwall

The Commander

Class: Fighter 10 **Race:** Hobgoblin **Background:** Soldier **Alignment:** Lawful Neutral
Age: 34 **Gender:** Female **Height:** 6'1 **Weight:** 210 lbs

19 Armor Class	116 Hit Points	30 ft Speed	+2 Initiative	+4 Prof. Bonus	16 Passive Perc.
STR 10 +0	DEX 10 +0	CON 10 +0	INT 10 +0	WIS 10 +0	CHA 10 +0

Saving Throws

- +4 Strength
- +0 Dexterity
- +4 Constitution
- +0 Intelligence
- +0 Wisdom
- +0 Charisma

Skills

- +0 Acrobatics (DEX)
- +0 Animal Handling (WIS)
- +0 Arcana (INT)
- +4 Athletics (STR)
- +0 Deception (CHA)
- +4 History (INT)
- +4 Insight (WIS)
- +4 Intimidation (CHA)
- +0 Investigation (INT)
- +0 Medicine (WIS)
- +0 Nature (INT)
- +4 Perception (WIS)
- +0 Performance (CHA)
- +0 Persuasion (CHA)
- +0 Religion (INT)
- +0 Sleight of Hand (DEX)
- +0 Stealth (DEX)
- +0 Survival (WIS)

Features & Traits

Action Surge

Once per short rest, take one additional action on your turn.

Extra Attack (x2)

Attack three times whenever taking the Attack action.

Indomitable (2/long rest)

Reroll a failed saving throw, using the new roll.

Battle Master -- Combat Superiority

6 superiority dice (d10). Maneuvers known: Precision Attack, Commander's Strike, Rally, Maneuvering Attack, Goading Attack.

Battle Master -- Know Your Enemy

After observing a creature for 1 minute, learn whether it is superior, inferior, or equal to Veth in STR, DEX, CON, AC, current HP, Fighter levels, and total class levels.

Fighting Style: Defense

+1 AC while wearing armor.

Hobgoblin -- Martial Advantage

Once per turn, deal an extra 2d6 damage to a creature if an ally is within 5 ft. of it and not incapacitated.

Hobgoblin -- Saving Face

If Veth misses an attack or fails an ability check, gain a bonus to the roll equal to the number of allies she

can see (max +5), potentially turning the failure into a success.

Darkvision

See in darkness within 60 ft. as if it were dim light.

Equipment

Item	Qty	Notes
Half Plate	1	Well-maintained, unadorned. Iron Road Company livery on the pauldron.
Longsword	1	+1, a gift from the Company's most significant long-term client. She has never said which one.
Shield	1	Standard issue. Replaced when damaged.
Contract Ledger	1	Leather-bound. Contains all active Company contracts in cipher. Veth has the key memorized.
Handaxe	2	Thrown weapons, backup sidearms.

Personality

Personality Traits	Ideals
Speaks in precise, unambiguous sentences. Considers ambiguity in contracts a sign of bad faith from both parties.	A fulfilled contract is the only honest thing in the eastern territories. Everything else is negotiable.
Bonds	Flaws
The Company is sixty years old. It will be sixty more. Veth's job is to make sure the decisions she makes today don't become the reason it isn't.	Has difficulty distinguishing between situations that require a professional response and situations that require a personal one. Treats most situations as the former.

Languages & Proficiencies

Languages: Common, Goblin, Dwarvish

Tool Proficiencies: Vehicles (land), cartographer's tools

Distinguishing Features: Carries a worn leather ledger at all times -- the Company's active contract log. Speaks in precise, unambiguous sentences. Never raises her voice.

Backstory

Veth Ironwall has commanded the Iron Road Company for six years, having inherited the position from her uncle at an age most Settled Lands officers would consider too young for the responsibility. The eastern territories disagreed. She had been running the Company's logistics since she was nineteen, and the transition from running the supply chain to running the organization was, in her assessment, a smaller step than most people assumed.

She is quieter than her grandfather Rethath, who founded the Company on force of personality as much as operational competence. Veth has no particular force of personality. What she has is an exceptionally clear understanding of what the Company is for, what it can do, and what it cannot do, and she has built the largest version of the Iron Road Company in its sixty-year history by applying that understanding consistently and without sentiment.

She carries the active contract log at all times. Not because she needs to reference it -- she has memorized it -- but because it is the object that represents what the Company actually is: a list of obligations, clearly stated, in the process of being fulfilled.