Hawkeye – Kate Bishop

Medium humaoid (human), chaotic good

Armor Class 16 (studded leather)
Hit Points 29 (2d10 + 15)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+4)	15 (+2)	13 (+1)	11 (+1)	12 (+1)	14 (+2)

Skills Acrobatics +6, Investigation +5, Persuasion +6, Sleight of Hand +6
Senses darkvision 60 ft., passive Perception 13
Languages English, Russian
Challenge 3 (700 XP)

Expert Marksman. When using her longbow, Kate Bishop scores a critical hit on a natural 17-20. In addition, she can use her longbow as a melee weapon without suffering from disadvantage.

Glutton for Punishment. If Kate Bishop is reduced to zero hit points and makes a successful death save on her turn, she can use a bonus action to give herself 1d10+1 hit points. Kate must take a long or a short rest before she can use this trait again.

Uncanny Accuracy (3/Day). When Kate Bishop misses a target with her longbow, she can choose to hit it instead.

Actions

Multiattack. Kate Bishop uses her longbow up to five times.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600ft., one target. *Hit* 6 (1d8 + 2) piercing damage.

Capturing Kate Bishop

If Kate notices people are following her, she will look into her stalkers and set up an ambush of her own. She is confident enough to think she can handle things on her own, and clever ICF agents will use this to lure her into an ambush.

Initiative. Roll initiative as usual.

Movement. Kate is hard to hit and can handle a little pain, but that doesn't mean she likes either. She will use cover and keep track of her enemies as best she can, maintaining distance from her closest target and using cover whenever possible.

If someone does manage to close the distance with her, she will use all her attacks on that person in an effort to knock them out before running away and keeping distance again.

Action. Kate uses her attacks against anyone that looks like the might close distance and get into melee with her. After that, she prioritizes ranged attackers (whether they are using magic or weaponry). She'll divide her attacks between her targets equally otherwise.

Glutton for Punishment. Kate is not above playing possum to lull her enemies into a false sense of security, and will use going down to try and gain the upper hand or steal weapons from her captors before running away. If she is brought down enough to have to use this trait, escape becomes her priority - she will do everything in her power to get away and regroup, maybe even getting some allies before coming back for whomever attacked her.

Transporting Kate Bishop

Once captured, Kate still presents several problems.

Escape. She gets to roll once every hour of the journey to see if she escapes. If she has use of Glutton for Punishment, she'll play possum to gain advantage on her efforts to escape. Her high Dexterity (Sleight of Hand) checks make escape attacks likely, so ICF agents should be on their guard.

If Kate Gets Loose. Kate regains 1d10+1 hit points and will try to run as fast as she can.

Caring for Kate - The Irkallan Treatment

It's time to reduce Kate to an Irkallan Personal Resource.

Breaking Abilities. Kate's two chosen abilities are Dexterity and Charisma.

Breaking Skills. While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Acrobatics, 2 is Investigation, 3 is Persuasion, and 4 is Sleight of Hand. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

Breaking Background. Kate's background is either Athelete, Folk Hero, or Noble. Roll a d3 when attempting to break her background, where 1 is Athlete, 2 is Folk Hero, or 3 is Noble. If you are breaking the same background that shows up on the die, you have discovered her background and can now break her down.

Escape. Upon escape, Kate will try and get some kind of weapon, then free any other captives that she comes across and try to lead a revolt to the portal room. She will not leave through the portal until everyone she freed from captivity has gone first.