

Magical Girl of Justice

Medium Humanoid, Lawful Good

AC: 22 (Natural Armor)

HP: 270 (20d12+140)

Speed: 30 feet

STR
23 (+6)

DEX
26 (+8)

CON
24 (+7)

INT
18 (+4)

WIS
21 (+5)

CHA
19 (+4)

Saving Throws: Dexterity +14, Wisdom +11, Charisma +10

Skills: Acrobatics +14, Athletics +12, Arcana +10, Insight +11, Perception +11.

Condition Immunities: Charmed, Frightened

Senses: Passive Perception 21

Languages: Common, Celestial, one other language.

CR: 17

PB: +6

Abilities

Protective Aura. Any creature the Magical Girl of Justice considers an ally gains resistance to one damage type. The damage type is chosen at the beginning of the Magical Girl of Justice's turn and is displayed on their armor.

Actions

Multiattack. The Magical Girl of Justice can make three Blades of Justice attacks a turn.

Blade Of Justice. *Melee Weapon Attack:* +14 to hit, one target, 30 foot range. Hit: 21 (3d8+8) piercing damage.

Legendary Action

The Magical Girl of Justice can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The Magical Girl of Justice regains spent legendary actions at the start of its turn.

Blade of Justice (1 action). The Magical Girl of Justice can make one Blade of Justice

attack.

Shield of the Just (1 action). The Magical Girl of Justice chooses a creature. They gain either a +3 or a -3 to their Armor class for the rest of the turn.

Hope (1 action). An ally of the Magical Girl of Justice gains advantage on their next attack and deals an additional weapon damage die of damage if the attack was made with a weapon.

Combo Attack (Only if there is another Magical Girl) (2 action). The Magical Girl of Justice and another Magical Girl can make one weapon attack each against the same target.

Story

The Magical Girl of Justice is the second eldest of the four magical girls. Pale skin and wearing dark blue armor. Both her hair and armor have bright spots reminiscent of stars in the night sky. With her she carries her three Blades of Justice, rapiers that float towards their targets as if they are flying through space. She has both a strong sense of justice and a deep desire to protect everyone she cares about.

Magical Girl's Blade of Justice

Weapon (Rapier), Very Rare (Requires Attunement)

A floating rapier gliding through space with a dark blue star-like aura around it.

This weapon acts as a +3 rapier that deals 2d8 piercing damage. In addition this blade can float independent of you letting you attack with it without holding it, though it still requires your hands to be free to attack with it. While it is floating you can have it glide up to 30 feet away to hit an enemy. It may only move up to 30 feet in a turn and has an attack range of 5 feet. Any attack made still uses either your Strength or Dexterity modifiers.

As a reaction you may have this blade parry any attack made against an ally, increasing their AC by half of your proficiency bonus (rounded up).