**Character Name**: Solis "The Last One"*-* **Class**: Fighter/Rogue - **Race**: Human (Itreyan) *-* **Level**: 10

**Alignment**: Neutral*-* **Background**: Former Blade of Our Lady of Blessed Murder - **Shahiid**: Song

**Appearance**: Blond beard, bald, blind white eyes, corpulent.

**Languages**: Tongueless, Itreyan, Abyssal

**Attributes (Ability Scores): Skills:**

Strength: 16 Acrobatics: +6 (Dex)

Dexterity: 20 Stealth: +8 (Dex)

Constitution: 15 Perception: +7 (Wis)

Intelligence: 12 Survival: +7 (Wis)

Wisdom: 16 History: +2 (Int)

Charisma: 10 Intimidation: +2 (Cha)

**Feats and Features:**

Fighter Abilities: Solis has proficiency with all armor types, shields, and any kind of weapons. He also has Action Surge, allowing him to take an additional action on his turn once per short rest.

Rogue Abilities: Solis has Sneak Attack, Cunning Action, and Evasion.

Eyes of the Belt: Solis has advantage on Wisdom checks and can't be surprised.

Blindness Resistance: Solis has advantage against being blinded and can see through artificial darkness.

**Equipment:**

Weapon: The Ashesdrinker, a blacksteel crafted longsword, needs attunement. 1d8 damage.

-Death-

This weapon has 1 charge while you hold it, you can spend 1 charge to give the target enemy a blind and fear for 2 turns.

-For death-

To recharge this item you must pay with hit points (10hp per charge)

This item has magic properties only if it has 1 or more charges. +2 in damage rolls if charged.

-Last Song of Niah-

Upon sacrificing all user hitpoints, the sword enter in a overcharge state exploding in a 1000ft radio destroying the sword, dealing 100d10 necrotic damage.

***-*** Demon armor: +1 AC, unarmed attacks deal slashing damage, 2d8, can’t be removed except for remove curse spells

Belt of Eyes: An empty curved sword sheath that grants clairvoyance and advantage on Perception checks

Throwing Knives: 5x throwing knives (1d4 piercing damage)

Assorted poisons, herbs, and alchemical supplies

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**Hit Points**: 76 (10d10 + 30) *-* **Armor Class**: 19 ( Demon armor + 1) *-* **Initiative**: +5

**Speed**: 30 feet *-* **Saves**: Strength (+3), Dexterity (+6), Constitution (+3)

**Second Wind** (Fighter Class Feature): Second Wind is a Fighter class feature that allows Solis to regain some hit points during combat. Here's how it works:

-Healing Amount: The amount of hit points regained is determined by rolling a 1d10 and adding his Fighter level (+ 10) to the result. As bonus action only 1 per short rest.

**Action Surge** (Fighter Class Feature): Action Surge allows Solis to take an additional action on his turn. It can be used once per short rest. This feature can be invaluable in a tough battle, as it allows him to act more than once in a single round, potentially dealing a lot of damage or performing various actions in a single turn.

**Extra Attack** (Fighter Class Feature): It allows Solis to attack twice when he takes the Attack action during his turn.

**Ability Score Improvement (ASI):** Solis gains several Ability Score Improvements as he levels up. At these points, he can increase one ability score of his choice by +2 or two different ability scores by +1 each. Dexterity and Wisdom.

**Indomitable** (Fighter Class Feature): Indomitable provides Solis with increased resilience against failed saving throws.

-Usage: Solis can use Indomitable to reroll a saving throw that he fails. It can be used once per long rest.