**Name**: Solis **Race**: Human **Class**: Fighter **Alignment**: Lawful Neutral

**Background**: Prisioner

***AC***: 18 (Chainmail and Shield) ***HP***: 90 (10d10 + 20) ***Speed***: 30 ft.

**Abilities**:

*Strength*: 16 (+3)

*Dexterity*: 14 (+2)

Constitution: 14 (+2)

*Intelligence*: 12 (+1)

*Wisdom*: 10 (0)

*Charisma*: 8 (-1)

**Skills**:

Athletics: +5

Insight: +2

Perception: +2

Intimidation: +1

**Senses**: truesight 60 ft. (due to Belt of Eyes)

**Languages**: Common, Old Ashkah, Tongueless

**Damage Resistances and Immunities**: None **Condition Immunities**: Blinding

**Actions**:

*Multiattack*: Solis makes three melee attacks.

*Longsword*: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage.

*Shield Bash*: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

*Eye of Clairvoyance*: Solis can use this ability to see through the Belt of Eyes, granting him the ability to perceive invisible creatures and objects within 60 feet of him. He can use this ability for 1 minute, and it requires a short rest to recharge.

**Reactions**:

*Parry*: Solis adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

**Legendary Actions:**

Solis can take 2 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. Solis regains spent legendary actions at the start of his turn.

*Attack*: Solis makes one longsword attack.

*Shield Bash* (Costs 2 Actions): Solis makes a shield bash attack.

*Equipment*:

*Chainmail*

*Shield*

*Longsword*

*Belt of Eyes* (Provides Blindsight 60 ft.)

*Empty curved sword sheath*