

Alastair Neron

CHARACTER NAME

Knight 14 / Wizard 1

CLASS & LEVEL

Soldier

BACKGROUND

PLAYER NAME

Human

RACE

Lawful Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

DEXTERITY

16

CONSTITUTION

14

INTELLIGENCE

18

WISDOM

12

CHARISMA

18

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +8 Dexterity
- ☒ +7 Constitution
- ☐ +9 Intelligence
- ☐ +6 Wisdom
- ☐ +9 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +9 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +9 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 14d10, 1d6

121 HP

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

#1 - I could stare into Hell without flinching
#2 - I am confident in my own abilities, and do what I can to instill confidence in others

PERSONALITY TRAITS

I do my duty, and obey authority.

IDEALS

I would lay down my life to protect my students, and anyone who can't protect themselves. My honor is my life.

BONDS

My hatred for Blood Magic is blind and unreasoning.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Pike

+8

1d10 +2 Pierce

Shocking Grasp

+9

3d8 Lightning

Firebolt

+9

3d10 Fire

ATTACKS & SPELLCASTING

Soldier: Military Rank Officer (p 140)

Soldiers loyal to your organization recognize your authority and influence, and defer to you if lower rank. You may invoke rank to gain favors..

Fighter: Second Wind (p 72)

On your turn, as a bonus action regain 1d10 + fighter level hit points. Use once per rest.

Fighter: Fighting Style: Defense (p. 72)

While wearing armor, gain +1 to Armor Class.

Fighter: Action Surge (p. 72)

Push yourself beyond normal limits. On your turn, take 1 additional action. Use once per rest.

Eldritch Knight: Weapon Bond (p.75)

Bond with up to 2 weapons in a ritual during a short rest. You can't be disarmed from this

weapon unless incapacitated; as a bonus action it will teleport to your hand if on the same Plane.

Eldritch Knight: War Magic (p. 75)

When you use an action to cast a Cantrip, you may make 1 weapon attack as a bonus action..

Eldritch Knight: Eldritch Strike (p. 75)

Creatures hit by your weapon attack have disadvantage on their next saving throw against a spell you cast before the end of your next turn..

Fighter: Indomitable (p. 72)

Reroll a failed saving throw, must use new roll.

Use twice between long rests..

Fighter: Extra Attack (p. 72)

Make three weapon attacks for 1 Action

Wizard: Arcane Recovery (p. 115)

Recover 1 level of spell slot / day per short rest

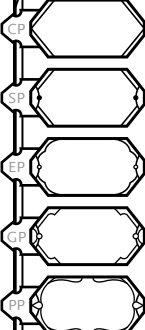
FEATURES & TRAITS

?

PASSIVE WISDOM (PERCEPTION)

Common
Amon

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT



Alastair Neron

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Feat: Mageslayer

- 1) When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- 2) When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain concentration.
- 3) You have advantage on saving throws against spells cast by creatures within 5 feet of you.

Feat: Warcaster

- 1) You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage
- 2) You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- 3) When a hostile creature's movements provoke an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Alastair Neron

SPELLCASTING
CLASS

Int

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

5

8

2

5

9

SPILLS KNOWN