Lord Asriel Belacqua

Human (Noble Scholar & Warrior) | Fighter (Eldritch Knight) 12 / Wizard (Transmutation) 6

Background: Noble (Lord of Jordan College, Explorer)

Alignment: Lawful Neutral (With Chaotic Tendencies)

Daemon: Stelmaria (Snow Leopard)

Languages: English, Latin, Greek, Alethiometer Cipher

Ability Scores

• Strength: 16 (+3)

• Dexterity: 14 (+2)

• Constitution: 16 (+3)

• Intelligence: 18 (+4)

• Wisdom: 14 (+2)

• Charisma: 18 (+4)

Skills

• Expertise: Persuasion, History

• Proficient: Arcana, Athletics, Insight, Intimidation, Investigation

• Other Notable Skills: Leadership, Strategy, Experimental Physics

Features & Abilities

Fighter (Eldritch Knight) Features:

• Weapon Bond: Can summon his sword instantly.

• War Magic: Can cast a cantrip and attack in the same turn.

• Indomitable (x2): Can reroll failed saving throws.

• Extra Attack (x2): Can attack three times per action.

Wizard (Transmutation) Features:

• Transmuter’s Stone: Grants himself or an ally a chosen bonus:

• Darkvision, +10 movement, resistance to an element, or advantage on CON saves.

• Minor Alchemy: Can temporarily alter the material of small objects.

His Dark Materials Mechanics

• Daemon: Stelmaria (Snow Leopard)

• Predator’s Instinct: Advantage on Perception and Insight checks.

• Unwavering Presence: Grants Asriel immunity to being Frightened.

• Ferocious Strike: Once per long rest, Stelmaria can deal 3d6 slashing damage in combat.

• The Subtle Knife (Temporary Wielder) [Plot-Dependent]

• Can cut through worlds when holding it.

• Requires extreme Willpower to resist its call.

• The bearer must not falter, or they risk losing control.

Equipment

• Mastercrafted Longsword (1d10 slashing, finesse, magical)

• Experimental Aether Cannon (Lightning damage, prototype)

• Custom Battle Armor (Counts as Half-Plate, lightweight)

• Notes on Dust and Quantum Worlds

• Skyship “Intention Craft” (Powered by Dust)