

## Sir Will Rounded

CHARACTER NAME

Fighter 7 / Bard 2	Knight of Unicorn	Fritz Neufeld	Lord's Alliance
CLASS & LEVEL	BACKGROUND	PLAYER NAME	FACTION
HUMAN	Neutral Good	51,055	4410-462-347
RACE	ALIGNMENT	EXPERIENCE POINTS	DCI NUMBER

**STRENGTH**

+3

16

**DEXTERITY**

0

10

**CONSTITUTION**

+3

16

**INTELLIGENCE**

+1

12

**WISDOM**

0

10

**CHARISMA**

+2

14

**INSPIRATION**

+4 **PROFICIENCY BONUS**

**SAVING THROWS**

- +7 Strength
- 0 Dexterity
- +7 Constitution
- 1 Intelligence
- 0 Wisdom
- +2 Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +3 Arcana (Int)
- +7 Athletics (Str)
- +6 Deception (Cha)
- +5 History (Int)
- +4 Insight (Wis)
- +4 Intimidation (Cha)
- +3 Investigation (Int)
- +2 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- +4 Performance (Cha)
- +6 Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

22 **ARMOR CLASS**

+2 **INITIATIVE**

30 **SPEED**

Hit Point Maximum 83 (DR = 3/magic)

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 7d10 + 2d8

**HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

Will's flattery makes those he talks to feel special & important. Also, does NOT like getting dirty!

**PERSONALITY TRAITS**

Responsibility: knights protect common folk -- never bully them!

**IDEALS**

Will wants common folk to view him as a champion of the people

**BONDS**

Will cannot resist the lure of gold; wealth can help establish a legacy!

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
longsword	+7	d8+5
flail	+7	1d8+5
dagger	+7	1d4+5

thrown dagger range is 20'/60'

**CANTRIPS:** 1) Prestidigitation; 2) Vicious Mockery.

**SPELLS:** Disguise Self; Feather Fall; Healing Word; Heroism; & Sleep.

**THREE SPELL SLOTS:**

**ATTACKS & SPELLCASTING**

14 **PASSIVE WISDOM (PERCEPTION)**

**KNIGHT OF THE UNICORN**

- contacts with other knights of the order throughout the land;
- skill proficiency in **HISTORY** and **INSIGHT**;
- proficient with playing cards;
- speaks Draconic;

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 2** Handy Haversack; bedroll; 2 blankets; fine clothes; mess kit; 10 days' rations; tinderbox; hooded lantern;
- SP 1** 10 flasks of oil; 10 bits of chalk; map case; 10 sheets of paper; pen & ink;
- EP 4** healer's kit; 50' rope; 2 waterskins.
- GP 20**
- PP 10**

FULL PLATE; +2 shield; signet ring; spell component pouch; trumpet.

**VARIANT HUMAN TRAITS:**

- +1 ST and +1 Cha, an extra skill proficiency (PURSUASION), and a FEAT at 1st level:
- HEAVY ARMOR MASTER;
- +1 ST, and DR 3/magic;
- languages from being human:
- Common & Giant

**FIGHTER STUFF**

- proficient in **ATHLETICS** and **PERCEPTION**
- Fighting Style = **DUELING**
- 2nd Wind (d10+7)
- Action Surge

**BATTLERMASTER archetype:**

- 5 maneuvers: (5 Superiority dice)

**COMMANDER'S STRIKE; LUNGE; PRECISION ATTACK; RALLY; RIPOSTE;**

4th-lvl feat = **SHIELD MASTER**

6th-lvl feat = **INSPIRING LEADER**

**BARD STUFF**

- proficient in **DECEPTION**
- Bardic Inspiration (D6):
- Jack of All Trades!
- Song of Rest

**FEATURES & TRAITS**

**Sir Will Rounded**

CHARACTER NAME

20

AGE

grey

EYES

6'

HEIGHT

fair

SKIN

181

WEIGHT

dark brown

HAIR

CHARACTER APPEARANCE

Faction Rank

"REDKNIFE"

FACTION

Lord's Alliance

ALLIES & ORGANIZATIONS

Son of an adventurer who became a knight of Berdusk, Will was granted his father's legacy -- after proving honorable and worthy while serving as squire to another knight, Sir Mac. Will's family manse is in Berdusk, oft known as the "Jewel of Summerset Vale". Like many nobles, Will readily joined the Lord's Alliance at the first opportunity. After the defense of Greenest, attacked by a force of Cult of the Dragon fanatics, an Alliance agent dispatched Will on a mission to track the cultists -- but Will was \*slain\* by a guard drake in the cultist's encampment! Months later, powerful magic from a card drawn from a Deck of Many Things summoned Will to the side of Rodney Field, another member of the Lord's Alliance, who was continuing Will's original mission. Will feels strangely compelled to serve and protect Rodney -- and that compulsion just seems right.

CHARACTER BACKSTORY

**PARTY:**

- TIM;
- OLAF;
- RAWL;
- RODNEY;
- intelligent (evil) sword...

**FRIENDS:**

- Escobart The Red (Castellan);
- Governor Nighthill;
- Leosin (monk);
- Lord Neverember;

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

+2 SHIELD!

**BELT OF DWARVENKIND!**

**HEWARD'S HANDY  
 HAVERSACK!**

**WAND OF WINTER!**

(Dragonscale plate armor in progress)

(dragontooth dagger, from Voraghamanthar)

TREASURE