

Alfonzo Quill, Knight Gallant

NG male human Fighter 3/Bard 17

Design Notes

Inspired by the 2e Bard kit, the Gallant.

Character History

A young knight-errant, Alfonzo wanders the land on the wings of romance and true love, stealing the hearts of the young and lightening the spirits of the elderly. He is a romantic at heart and would be willing to lay down his life in the defense of beauty, innocence, and love.

Alfonzo's sharp, handsome features clearly show his fey heritage. In fact, his mother was a half-elven sorceress who taught him how to manifest combat magicks at an early age. While he was learning to cast cantrips, he also squired for his father, a landed knight from northern Amn. He read and told stories to little Alfonzo about the exploits of Zaranda Starr of Tethyr and the Knights of the Silver Chalice. Young Alfonzo wanted nothing more than to become a knight to restore chivalry and the true meaning of nobility. It was clear that from an early age that Alfonzo was destined for greatness.

However, the realm of Amn had always been intolerant of arcane spellcasters. When it was revealed that his mother had been dabbling in the Art and, worse, was teaching it to her child, his father's lands were seized and the Quill family was banished. They also paid a small fortune in fines to ensure that his mother would not be sent to Spellhold, the island prison for illegal wizards and sorcerers. They used what little money they had left to reestablish themselves in Tethyr and to ensure that Alfonzo would be able to gain acceptance to the Order of the Silver Chalice.

With Alfonzo's dedication and the goddess Siamorphe's favor, the young squire was granted full knight status at the tender age of 16. But it wasn't an easy road for Alfonzo, as many of the tenured knights saw him as too "flighty" and didn't take being a soldier too seriously. He was used to getting his way through charm, but Alfonzo eventually realized that being a knight meant more than just adhering to the code of chivalry, but it was also his duty to fight for the people he was charged to protect.

Stats and Progression

Starting Ability Scores: Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 15.

Race: human (variant), Tethyrian.

- **ASI** - +1 Strength, +1 Charisma.
- **Proficiency** - Arcana.
- **Feat** - Magic Initiate (Sorcerer; cantrips - *booming blade* [SCAG] (V, M), *green-flame blade* [SCAG] (V, M); spell - *shield* (reaction; V, S)).

Background: knight of the order [SCAG]

- **Feature** - knightly regard.
- **Proficiencies** - History, Persuasion, dragonchess, Elven language.
- **Traits** - [Noble 1] My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world. [Entertainer 3] I'm a hopeless romantic, always searching for that "special someone."
- **Ideal** - [Noble 6] Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)
- **Bond** - [Soldier 6] I fight for those who cannot fight for themselves.
- **Flaw** - [Entertainer 2] I'm a sucker for a pretty face.

1: Fighter 1.

- Proficiencies - Athletics, Perception, Strength saves, Constitution saves.
- Features - fighting style (dueling), second wind.
- Starting equipment - chainmail, shield with family crest, longsword, 2 hand axes, explorer's pack, signet ring, banner of the Knights of the Silver Chalice, traveler's clothes, 25 gp.

2: Bard 1.

- Proficiencies - Performance (poetry), lyres.
- Feature - bardic inspiration 1d6.
- Cantrips - *light* (V, M), *vicious mockery* (V).
- Spells - *faerie fire* (concentration; V), *feather fall* (reaction; V, M), *healing word* (V), *heroism* (concentration; V, S).

3: Bard 2.

- Features - jack of all trades, song of rest.
- Spell - *speak with animals* (V, S).

4: Bard 3.

- Bard College - College of Glamour [XGtE].
- Features - enthralling performance, expertise (Perception, Persuasion), mantle of inspiration.
- Spell - *blindness/deafness* (V).

5: Bard 4.

- Cantrip - *minor illusion* (S, M).
- Spell - *lesser restoration* (V, S).
- ASI/Feat - Warcaster.
- Starting equipment - warhorse (400 gp), leather barding (40 gp), bit and bridle (2 gp), military saddle (20 gp), saddlebags (4 gp), lance (10 gp), *instrument of illusions* (lyre) [XGtE] (common item), *plate armor of gleaming* [XGtE] (common item), *ruby of the war mage* [XGtE] (common item).

6: Bard 5.

- Feature - font of inspiration.
- Spell - *hypnotic pattern* (concentration; S, M).

7: Bard 6.

- Features - countercharm, mantle of majesty.
- Spell - *dispel magic* (V, S).

8: Bard 7.

- Spell - *dimension door*.

9: Bard 8.

- Spell - *freedom of movement*.
- ASI/Feat - +2 Charisma.

10: Bard 9.

- Spell - *greater restoration* (replaces *lesser restoration*), *modify memory*.

11: Bard 10.

- Features - expertise (Athletics. Insight), magical secrets.
- Cantrip - *true strike*.
- Spells - *banishing smite*, *find greater steed* [XGtE] (pegasus).
- Starting equipment - *breastplate barding* (1,600 gp, replaces leather barding), *gauntlets of ogre power* (major uncommon item), *saddle of the cavalier* (minor uncommon item, replaces military saddle).

12: **Fighter 2.**

- Feature - action surge.

13: **Fighter 3.**

- Martial Archetype - Cavalier [XGtE].
- Proficiency - Insight.
- Features - born to the saddle, unwavering mark.

14: **Bard 11.**

- Spell - *mass suggestion*.

15: **Bard 12.**

- ASI/Feat - Mounted Combatant.

16: **Bard 13.**

- Spell - *teleport*.

17: **Bard 14.**

- Feature - magical secrets, unbreakable majesty.
- Spells - *heal*, *holy weapon* [XGtE].
- Starting equipment - half-plate barding (3,000 gp, replaces breastplate barding), *belt of hill giant strength* (major rare item), *longsword of warning* (major uncommon item, replaces *gauntlets of ogre power*).

18: **Bard 15.**

- Spell - *mind blank*.

19: **Bard 16.**

- ASI/Feat - +2 Charisma.

20: **Bard 17.**

- Spell - *foresight*.

Sources:

SCAG - *Sword Coast Adventurer's Guide*

XGtE - *Xanathar's Guide to Everything*