

Commander Aldric Venn-Sorn

The Commander

Class: Fighter 8 / Eldritch Knight 6

Race: Human (Weohstan)

Background: Soldier

Alignment: Lawful Good

Age: 57

Gender: Male

Height: 6'1"

Weight: 195 lbs

20 Armor Class	133 Hit Points	30 ft Speed	+2 Initiative	+4 Prof. Bonus	14 Passive Perc.
STR 18 +4	DEX 14 +2	CON 18 +4	INT 14 +2	WIS 14 +2	CHA 13 +1

Saving Throws

- **+8** Strength
- **+2** Dexterity
- **+8** Constitution
- **+2** Intelligence
- **+2** Wisdom
- **+1** Charisma

Skills

- **+2** Acrobatics (DEX)
- **+2** Animal Handling (WIS)
- **+2** Arcana (INT)
- **+8** Athletics (STR)
- **+1** Deception (CHA)
- **+6** History (INT)
- **+2** Insight (WIS)
- **+5** Intimidation (CHA)
- **+2** Investigation (INT)
- **+2** Medicine (WIS)
- **+2** Nature (INT)
- **+6** Perception (WIS)
- **+1** Performance (CHA)
- **+1** Persuasion (CHA)
- **+2** Religion (INT)
- **+2** Sleight of Hand (DEX)
- **+2** Stealth (DEX)
- **+2** Survival (WIS)

Spellcasting

Class: Eldritch Knight **Spell Save DC:** 14 **Spell Attack:** +6

1st Level 4 slots	2nd Level 2 slots
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Cantrips

Booming Blade, Green-Flame Blade

Level 1 Spells

Shield, Absorb Elements, Magic Missile, Thunderwave

Level 2 Spells

Misty Step, Shatter

Features & Traits

Action Surge

Once per short rest, take one additional action.

Extra Attack

Attack twice when taking the Attack action.

Indomitable (1)

Once per long rest, reroll a failed saving throw.

War Magic

After casting a cantrip, make one weapon attack as a bonus action.

Eldritch Strike

Creatures hit by weapon attacks have disadvantage on saves against next spell cast this turn.

Weapon Bond

Cannot be disarmed of bonded weapons. Can summon bonded weapon as a bonus action.

Equipment

Item	Qty	Notes
Longsword	1	+1. Bonded weapon. Carried for twenty-two years.
Shield	1	Arcane focus. Blue Knight livery. Always present.
Plate Armor	1	Blue Knight formal armor. +1.
Cloak of Protection	1	+1 AC and saving throws. Attuned.

Personality

Personality Traits	Ideals
Holds two contradictory positions simultaneously without apparent difficulty, and does not volunteer which one he will act on until he acts.	The Blue Knights exist to police what crosses the mountains. That mandate does not change because the empire that commissioned it no longer exists.
Bonds	Flaws
The Order was here before the Weohstannuk Empire and it will be here after whatever comes next. My job is to ensure that this is true.	He is better at managing institutions than people. He treats the people inside the institution as institutional components, and is occasionally surprised when they don't behave like ones.

Languages & Proficiencies

Languages: Common, Elvish, Dwarvish

Tool Proficiencies: Vehicles (land), gaming set (chess variant)

Distinguishing Features: Always carries his shield, even in contexts where carrying a shield is unusual. Former Blue Knight initiates recognize this as an institutional tell. Others just find it slightly formal.

Backstory

Aldric Venn-Sorn has commanded the Blue Knights for eleven years, having risen through the Order entirely on merit in an organization that values little else. He is Weohstannuk-descended -- the name is a marker of that lineage, the double-barreled form indicating a family that traced its ancestry to the old empire's administrative class -- and he is aware that this heritage carries weight inside the Blue Vale's walls in ways that it does not carry weight anywhere else in the Settled Lands. He does not trade on it. He acknowledges it when relevant and leaves it alone otherwise.

He runs the Keep the way the Blue Knights were designed to be run: with methodical, theological seriousness about what the Order exists to do and with the practical competence of someone who has been doing it for thirty years. The inspection protocols are current. The garrison is functional. The arcane monitoring systems in the Vale approaches are maintained. The traders who pass through the Keep complain about the delays. The traders who have tried to move unsanctioned magic through the Vale and

been caught complain considerably more.

He is aware that the Order is having an identity crisis. He is aware that there are internal factions developing positions on what the Blue Knights should become. He has not suppressed any of them, which is either strategic or philosophical depending on who is assessing him. His own position is the traditionalist one -- the mandate does not change because the institutional context has -- but he holds this position with the particular quality of someone who has genuinely considered the alternatives and reached a conclusion rather than someone who simply cannot imagine them.

He has met Archmage Vane twice in the past decade in contexts that were officially routine. The meetings ran long. Both men left looking like they had said less than they meant to.