

Zark Gordain

CHARACTER NAME

Level 4 Rune Knight Fighter Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Variant)

Chaotic Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
18
+4

DEXTERITY
8
-1

CONSTITUTION
14
+2

INTELLIGENCE
14
+2

WISDOM
12
+1

CHARISMA
10
0

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +6 Strength
- Dexterity
- +4 Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

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

20 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum _____

36 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **4d10** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm willing to listen to every side of an argument before I make my own judgment

PERSONALITY TRAITS

No Limits. Nothing should fetter the infinite possibility inherent in all existence

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands

BONDS

I am easily distracted by the promise of information

FLAWS

NAME **ATK BONUS** **DAMAGE/TYPE**

Longswrd **+6** **1d8 + 4 S**

Hand Axe **+6** **1d6 + 4 S**

Hand Axe 20'/60' Thrown

ATTACKS & SPELLCASTING

STEIN (Stone Rune)

- ADV on Insight Checks
- Darkvision 60'
- Use Reaction make a creature I can see within 30' WIS Save. Creature charmed for 1 minute. Speed 0. Incapacitated. 1 per short/long rest

UVAR (Storm Rune)

- ADV on Arcana Checks
- Cannot be surprised
- Bonus Action to enter prophetic state for 1 minute. When you or another creature makes attack roll, save or ability check, can use reaction to cause ADV or DISADV. 1 per short/long rest

GIANT MIGHT

- Bonus Action - Imbue with Might of Giants (1 minute - use 2 per long rest
- Become LARGE size (including gear)
- ADV on STR checks and Saves
- Weapon deals extra 1d6 damage

Feat: Shield Master

- If Attack, can Bonus Action to try shove creature within 5'
- Add shields AC bonus to DEX Save against a spell or harmful effect that only targets me
- If subjected to effect that allows me to make DEX Save to take 1/2 Damage - use Reaction to take no damage if succeed on SAVE. Interposing shield betwn self and the source of effect.

Defense Fighting Style

+1 to AC while wearing Armor

Second Wind

- Bonus action to regain HP equal to 1d10 + Fighter Level. Can use 1 per short/long rest

Action Surge

- One additional Action on your turn. 1 per short/long rest

Extra Attack

- Can attack twice whenever take Attack Action on turn

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Common - Giant - Elf - Draconic

Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

CP **SP** **EP** **GP** **PP**

Splint Mail Shield

Explorer's Pack

Black ink, quill, small knife, common clothes

10

Letter from a dead colleague posing a question I have not been able to answer

EQUIPMENT



20	5' 10	185
AGE	HEIGHT	WEIGHT
Blue	Fair	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Sage Background - Scribe
 - If cannot learn or recall a piece of lore, know where to obtain it

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for cantrip notes

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

Preparation and Spell Name columns with checkboxes and lines

2

Lined area for level 2 spells

3

Lined area for level 3 spells

4

Lined area for level 4 spells

5

Lined area for level 5 spells

6

Lined area for level 6 spells

7

Lined area for level 7 spells

8

Lined area for level 8 spells

9

Lined area for level 9 spells

SPELLS KNOWN