

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

Splint Mail Shield

SP

Explorer's Pack

EP

Black ink, quill, small knife, common clothes

GP

10

GP

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

PP

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

