

Zark Gordain

CHARACTER NAME

Level 8 Rune Knight Fighter Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Variant)

Chaotic Good

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
20  
+5

**DEXTERITY**  
8  
-1

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
16  
+3

**WISDOM**  
12  
+1

**CHARISMA**  
10  
0

**INSPIRATION**

**PROFICIENCY BONUS**  
+3

**SAVING THROWS**

- +8 Strength
- Dexterity
- +5 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- Acrobatics (Dex)
- Animal Handling (Wis)
- +6 Arcana (Int)
- +8 Athletics (Str)
- Deception (Cha)
- +6 History (Int)
- +4 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +4 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 \_\_\_\_\_

**68** CURRENT HIT POINTS

**DC: 14** TEMPORARY HIT POINTS

Total \_\_\_\_\_

**8d10** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

**Longswrd**      **+8**      **1d8 + 5 S**

**Hand Axe**      **+8**      **1d6 + 5 S**

**Hand Axe 20'/60' Thrown**

**ATTACKS & SPELLCASTING**

**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

**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

**HAUG (Hill Rune)**

- Resistant to Poison. ADV on Save vs Poison
- Bonus action Resistance to B, P, S for 1 minute. 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

**DEFENSIVE RUNES**

- When Creature within 60' of you hit by an attack roll use reaction to grant bonus to their AC against the attack (1 + INT Modifier)

**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 between 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 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

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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 details

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

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