

Kefflark

CHARACTER NAME

Runeguard Fighter - 3 Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

13

+1

WISDOM

10

-

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- +3 Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- +3 History (Int)
- Insight (Wis)
- +1 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

19

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

3

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

Read every book in the worlds greatest libraries or I like to boast that I have

PERSONALITY TRAITS

Path to power and self improvement is through knowledge

IDEALS

Seek out, Read and Collect as many books as I can. Add to our library

BONDS

Easily distracted by the promise of information

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Sword

+5

1d8 +5S

Chain Mail - DISADV on Stealth

Shield
Longsword
Additional Longsword

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common - Orc
Elvish - Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 120
PP

EQUIPMENT

Darkvision 60'
Relentless Endurance: If we are reduced to 0 Hit Points, we can drop to 1 HP instead.
Once per day / Long Rest

Savage Attacks: Extra damage die on critical hit
Dueling: +2 to Damage when wielding a one handed melee weapon

Second Wind: On his turn, Kefflark can use a bonus action to regain hit point equal to 1d10 + fighter level. Must finish short or long rest before using again

Action Surge: Take an additional action on top of regular action and possible bonus action. Finish long or short rest before using again

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Sage Background Specialty - Researcher

Researcher - Can attempt to learn or recall a piece of lore. If he doesn't know it, he knows where and whom to find and obtain it.

Runescript: Arcana/Religion Proficiency. Double Proficiency Bonus when INT checks to identify magical writings

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

RUNECRAFT

Runes require concentration. One Rune Active at a time. Runes are active for 5 rounds.

RUNE AUGMENTATIONS

SOKN (Bonus) - STEIN: On a successful hit a Large or Smaller creature must save vs STR or falls prone
DC = 13

VARD (Reaction) - VIND: Wind Whips around Kefflark. Ranged attacks at DISADV

HAGR (Action) - VIND: Movement speed increases to 5x CON modifier. Speed = 45

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for writing cantrips

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

PREPARED

SPELL NAME

Vertical list of circles for tracking prepared spells

2

Blank lines for writing spells at level 2

Vertical list of circles for tracking prepared spells

3

Blank lines for writing spells at level 3

Vertical list of circles for tracking prepared spells

4

Blank lines for writing spells at level 4

Vertical list of circles for tracking prepared spells

5

Blank lines for writing spells at level 5

Vertical list of circles for tracking prepared spells

6

Blank lines for writing spells at level 6

7

Blank lines for writing spells at level 7

8

Blank lines for writing spells at level 8

9

Blank lines for writing spells at level 9

Vertical list of circles for tracking prepared spells

SPELLS KNOWN