

Kefflark

CHARACTER NAME

Runeguard Fighter - 4 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

SAVING THROWS

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

SKILLS

- 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)

19 ARMOR CLASS +1 INITIATIVE 30 SPEED

Hit Point Maximum _____

40
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

4 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

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

PASSIVE WISDOM (PERCEPTION)

Common - Orc
Elvish - Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP _____

SP _____

EP _____

GP 120

PP _____

EQUIPMENT



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

FEAT: Dungeon Delver

- ADVANTAGE on Perception/Investigation checks to detect secret doors
- ADV on Saves to Avoid or Resist Traps
- Resistance to Damage Dealt by Traps
- Search for Traps while Traveling at normal pace

TREASURE

