

## KOLOTH

CHARACTER NAME

Rune Knight Fighter / 2nd

CLASS & LEVEL

Rune Sage

BACKGROUND

Jim

PLAYER NAME

Human/Orc

RACE

Lawful Good

ALIGNMENT

EXPERIENCE POINTS

\*19 AC without shield

STRENGTH

20

+5

DEXTERITY

15

+2

CONSTITUTION

16

+3

INTELLIGENCE

15

+2

WISDOM

12

+1

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +7 Strength
- ☐ +2 Dexterity
- ☐ +5 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

22\*

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword 2H	+7	2d6 slashing
Longsword 1H	+7	1d8 slashing
Battleaxe	+7	1d8 slashing
Javelin +7 / +4 thrown		1d6 piercing
Warhammer	+7	1d8 bludgeoning
Heavy crossbow	+4	1d10 piercing
Longbow	+4	1d8 piercing

ATTACKS & SPELLCASTING

### Half-orc traits:

**Relentless Endurance** – When reduced to 0HP, drop to 1HP instead  
**Savage Attacks** – Roll critical hit, roll 1 additional damage die and add to normal

### Fighter class actions:

**Second Wind** – Use a bonus action to regain 1d10 + #Level in HP  
**Action Surge** – Take one additional action on top of regular/bonus action  
**Great Weapon Fighting** – Re-roll a damage die of 1 or 2; take result

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Orc, Giant

### Proficiencies:

- Armor
- Weapons
- Arcana – Rune Knight
- History – Rune Knight

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

- Magic plate mail +1, +1 AC, -1 damage
- Metal shield +1 - +1 AC

EQUIPMENT

FEATURES & TRAITS