

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

SAVING THROWS

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

SKILLS

- +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)

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **2d10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

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

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

EQUIPMENT

- CP
- SP
- EP
- GP
- PP

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