

Fighter 6 - RuneGuard Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Bronze Dragonborn

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

18

+3

DEXTERITY

15

+2

CONSTITUTION

15

+2

INTELLIGENCE

10

-

WISDOM

10

-

CHARISMA

11

-

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ - Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☐ - Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ - Medicine (Wis)
- ☐ - Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2DA Stealth (Dex)
- ☐ - Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

grtsword*

+7

2d6 + 4

handaxe*

+7

1d6 + 4

hvyxbow*

+5

1d6 + 2

*greatsword heavy, 2-handed, reroll 1 and 2 on damage

*handaxe range 20/60

*heavy crossbow 2-hand, light, loading, range 30/120

EXTRA ATTACK

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Common, Draconic

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

OTHER PROFICIENCIES & LANGUAGES

CP

90

chainmail, greatsword, heavy

SP

EP

CP

PP

warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch

backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

EQUIPMENT

DRAGON ANCESTRY - BRONZE

BREATH WEAPON - Lightning, 5X30 line
DC 11 Dex save

DAMAGE RESISTANCE - Lightning

FIGHTING STYLE

Great Weapon,

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE (1)

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

MASTER RUNES

When you choose this archetype at 3rd level, you learn five master runes; Ild (fire), Kalt (frost), Ond (spirit), Stein (Stone), and Vind (wind).

While these names are known to you as the basis for empowering your equipment, their application continues to require diligent study, constant trial, and repeated error to evoke the unique properties from each variant invocation.

RUNESCRIP

At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

Eyes of the Arcanist (3)

Starting at 7th level, if you spend at least 1 minute observing the flow of magic in the immediate area, you can detect familiar patterns in the weave. The DM tells you the general location of magic writing used in rite or ritual within 60 feet of you, whether active or dormant, and you know the type (arcane, divine, or otherwise) of any script you sense but not its exact purpose or power. You can use this feature a number of times a day equal to your proficiency bonus.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

Runecraft

At 3rd level, you learn augmentations that utilize the master runes to enhance your martial prowess. Their effects are based on how you invoke them, generating defensive properties to thwart your foes' advance or deal decisive blows.

Ritual Crafting. Each runic combination must be inscribed and empowered into your equipment over the course of 8 hours, which can be done during a long rest. Each piece of equipment must be within your reach throughout the ritual, at the conclusion of which, you infuse a part of your being into the runes, causing them to glow slightly with your own spiritual essence.

The rune's power fades if it moves more than 100 feet away from you and can't be used by anyone other than you.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Runic Augmentations. DC

You learn three runic augmentations of your choice, which are detailed under "Runic Augmentations" below. Each augmentation is specific to its master rune; for instance, if you learn the Sokn augmentation of the Ild master rune, you don't gain the ability to use the Sokn augmentation with other master runes unless you also learn that specific combination.

Once you activate one of your runic augmentations, you must finish a short or long rest before you can use it again.

Augmentation Activation.

During your turn, you can activate a single runic augmentation by focusing on the rune's power. You can activate one of these augmentations on your turn using your bonus action to empower your attacks (Sokn), your reaction to entrench your defenses (Vard) or skillfully enhance another ability (Hagr) with your action.

Activating a rune requires concentration, which lasts a number of rounds equal to your proficiency bonus + your Constitution modifier (minimum of 3). While you concentrate on a rune, you can cast spells but you can't concentrate on a rune and a spell at the same time. You gain the ability to concentrate on two runes at once at 10th level..

ADDITIONAL FEATURES & TRAITS

Runescript

At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

TREASURE