Einar Runeforge

Human | Archaeologist | Rogue (Phantom) 5, Ranger (Drakewarden) 7

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|--------------------|-----------------------------|---------------------------|---|------------------------------|-----------------------|
| Strength | Dexterity | Constitution | Attacks and Cantrips | | |
| 0 (10) | +4 ⁽¹⁸⁾ | +1 ⁽¹²⁾ | Scimitar | +10 to hit | 1d6+6 slashing |
| | Save +10 | | Shortbow | +9 to hit | 1d6+5 piercing |
| | Acrobatics +9 Stealth +9 | | Dagger | +8 to hit | 1d4+4 piercing |
| Intelligence | Wisdom | Charisma | | Spells | |
| +2 (14) | +2 (14) | O ⁽¹⁰⁾ | | 4x lv1 3x lv2 | |
| Save +8 | Perception +11 | | Ability | Modifier | DC |
| Arcana +7 | Survival +7 | | Wisdom | +6 | 14 |
| History +11 | | | | Cantrips | |
| Investig. +11 | | | Thaumaturgy | Light | |
| Nature +7 | | | • | I st level spells | ; |
| | | | Absorb elements | Dayligh | nt |
| Armor Class | Hit Points | Hit Dice | Alarm | Speak with animals | |
| 20 | 82 | D10+1 (x7) | Cure wounds | Zephyr | strike |
| Stud. leather (12) | | D8+1 (x5) | 2 nd level spells | | |
| Shield (+3) | | | Beast sense | Find tra | aps |
| Dexterity (+4) | | | | | |
| Magic items (+1) | | | i | Magical items | . |
| Initiative | Speed | Perception | Goggles of night | lagioat itoliic | • |
| +10 | 35ft | 21 | Cloak of protection (Attuned) | | |
| Dexterity (+4) | Base (+30) | Base (+10) | Driftglobe | | |
| Magic items (+1) | Features (+5) | Perception (+11) | Moon-touched scimitar +2 | | |
| Alert (+5) | | | Amulet of proof aga | | nd location (Attuned) |
| | | | Amutet of proof ago | anioi uelection a | ila totation |

Stone of good luck (Attuned)

| Resistances | Senses | |
|-------------|------------------|--|
| Traps | Darkvision 60 ft | |

Blindsight 10 ft

| Armor | Weapons | | |
|---------------|-----------------|--|--|
| Light, Medium | Simple, Martial | | |
| Shields | | | |

LanguagesToolsCommonThieves' toolsCelestialCartographer toolsDraconicInfernalDwarvish

Feats

Keen mind Alert Dungeon delver Eldritch adept (Eyes of the rune keeper)

Elvish

Thieves' cant

Surprisingly, this is a character based on nobody. I wanted to make an archaeologist for a while now, and it felt like the right time.

Einar's goal was to discover the secret behind the draconic plaque he found when he was younger, which also got him to befriend a faerie dragon that goes by the name of Kerapac.

The entire dragon story was made in the main story of the campaign he played in where he and his party had to free the fey dragon of the dream realm.

Not much else can be really said about this character aside from that he is a character I'm quite proud of.

