



ROK RAUL

Barbarian 18 (Berserker)

CLASS & LEVEL

Half-Orc

RACE/ANCESTRY/HERITAGE

286,200

EXPERIENCE POINTS

Charlatan

BACKGROUND

Convention Player

PLAYER NAME

Crimson Conspiracy Ch1 Pre-

CAMPAIGN or PLAYER ID

STR
+5
20

+6 PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

21

+8

40 ft.

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Selfless Cunning
- **Ideal:** Shares loot with the needy.
- **Bond:** Atoning for past crime.
- **Flaw:** Quick To Anger

Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 33 years old
- Medium Size (5' 7", 129 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

Barbarian Class Features [PHB p. 46]

- Rage (6/day)
- Unarmored Defense (AC)
- Reckless Attack (adv attacks)
- Danger Sense (adv Dex vs. traps)
- Frenzy (bonus attack, exhst.)
- Extra Attack (2/attack)
- Fast Movement (increased speed)
- Feral Instinct (initiative advantage)
- Brutal Critical (extra crit. roll)
- Intimidating Presence (Wis save DC 14)
- Relentless Rage (fight past 0 hp)
- Retaliation (react. attack when hit)
- Persistent Rage (rage until unconsc.)
- Indomitable Might (Str check min.)

Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +4 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.
- Mindless Rage (no charm, fear in rage)

DEX
+3
17

SAVING THROWS

- +11 Strength Saves *
- +3 Dexterity Saves
- +12 Constitution Saves *
- 1 Intelligence Saves
- +2 Wisdom Saves
- +1 Charisma Saves
- * Prof. bonus added

HIT POINTS

239

HIT DICE

18d12

DEATH SAVES: Success ○○○ Fail ○○○

CON
+6
22

SKILLS

- +3 Acrobatics (*Dex*)
- +2 Animal Handling (*Wis*)
- 1 Arcana (*Int*)
- +5 Athletics (*Str*)
- +7 Deception (*Cha*) *
- 1 History (*Int*)
- +2 Insight (*Wis*)
- +7 Intimidation (*Cha*) *
- 1 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +5 Nature (*Int*) *
- +2 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- 1 Religion (*Int*)
- +9 Sleight of Hand (*Dex*) *
- +3 Stealth (*Dex*)
- +8 Survival (*Wis*) *

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Greataxe +4. *Melee Weapon Attack:* +15 to hit, reach 5 ft. *Hit:* 1d12+9 slashing damage. (Must be used two-handed.)

4x Handaxe +1. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 1d6+6 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Alert Feat [PHB p. 165]: Initiative boosted, cannot be surprised, hidden attackers don't get adv. against you.

Great Weapon Master Feat [PHB p. 167]: Bonus attack when score critical or drop creature to 0 hp, optional -5 to melee attack with heavy weapon for +10 damage.

Savage Attacker Feat [PHB p. 169]: Reroll melee weapon damage dice once per turn.

Rage. Lasts until unconscious or you choose to end it.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: greataxe +4, (4) handaxes +1, Bracers of Defense, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 89 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 37,504 gold pieces (gp); 48 silver pieces (sp); 10 copper pieces (cp); 4 gems (worth 1,000 gp each)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: disguise kit, forgery kit

Saving Throws: Strength, Constitution

Skills: Deception, Intimidation, Nature, Sleight of Hand, Survival

Languages: Common, Orc

ENCUMBRANCE

Lifting & Carrying: 300 lbs. max. carrying capacity; 600 lbs. pushing or dragging (speed -5 ft.); 600 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.