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Mykos Regaltha

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Young Adult Tiefling  
Chaotic Good  
Level 8 Barbarian Path Of The Berserk

**Pronouns** - he/him  
**Occupations** - Adventurer / Pub Owner  
**Armor Class** - 20  
**Hit Points** - 102 (TODO Hitdice)  
**Speed** - 40.

STR	DEX	CON	INT	WIS	CHA
19	12	15	9	12	15
(+5)	(+1)	(+3)	(0)	(+1)	(+3)

**Saving Throws** -  
**Skills** -  
{ "Tiefling Abilities"=>{ "Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray", "Hellish Resistance"=>"You have Resistance to fire damage", "Asmodeal Legacy"=>"You know the Thaumaturgy cantrip. When you reach 3rd Level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th Level, you can cast the Darkness spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells", "Monstrous Mask"=>"You gain a +5 Bonus to all Intimidation checks made against humanoid creatures"}, "Barbarian Abilities"=>[{"Unarmored Defense"=>"While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.", "Rage"=>[{"Description"=>"Mykos Can enter a rage as a Bonus Action."}, {"has advantage on Strength Checks and Strength Saving Throws."}, {"make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll"}, {"Resistance to bludgeoning, piercing, and slashing damage"}], "Danger Sense"=>"has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells", "Reckless Attack"=>"When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have disadvantage."}]

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ROLEPLAYING

**Introduction**  
Can be often be found sitting in the corner of his pub smoking a cigar or in the middle of battle.... also smoking a cigar

**Appearance**  
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**Manneri**

this turn, but Attack Rolls against him have advantage until his next turn", "Extra Attack"=>"Can attack twice each turn", "Fast Movement"=>"your speed increases by 10 feet while you aren't wearing Heavy Armor.", "Feral Instinct"=>"you have advantage on Initiative rolls. Additionally, if you are surprised at the Beginning of Combat and aren't Incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn."}}, "Path of the Berserk Abilities"=>[{"Frenzy"=>"can go into a Frenzy when he rages. If he does so, for the Duration of his rage he can make a single melee weapon Attack as a Bonus Action on each of his turns after this one. When his rage ends, he suffer one level of Exhaustion", "Mindless Rage"=>"you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage."}]}

**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** - Common Infernal  
**Adjectives** - Aggressive, Cunning, Righteous,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**

Like a true berserk, Mykos will go into a berserker rage and charge headlong into any battle.

**Actions** -

**Factions**

**The Forgotten**  
Role: *Leader*

deep red skin, tight cropped beard, long black hair and horns like a ram.

**Expressions**

*Where are your legs?*

*Can nobody in this city give a straight answer to a question?*

*Shut up, Ordik!*

**Mannerisms**

continuously smaking a cigar

**Motivations**

He is oddly motivated by justice and has a keen sense of fairness and a strong distaste for gods of all stripe

**Passions**

Cigars, His pub

**Secrets**

just discovered he has a daughter he knew nothing about

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