

[Previous](#)[Next](#)

mykos regaltha

**2500 x 3235**  
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Image Dummy

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## Mykos Regaltha

**young adult Tiefling**

**Chaotic Good**

**Level 8 Barbarian Path of the Berserk**

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**Pronouns -**

he/him

**Occupations -**

Adventurer / Pub Owner

**Armor Class -**

20

**Hit Points -**

102 (TODO Hitdice)

**Speed -**

40.

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**STR**

19 (+5)

**DEX**

12 (+1)

**CON**

15 (+3)

**INT**

9 (0)

**WIS**

12 (+1)

**CHA**

15 (+3)

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**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 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,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Forgotten**

Role: *Leader*

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# Image Dummy

## Roleplaying

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### 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

Just shy of 6' tall and covered in muscle, 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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**Proficiencies -**

**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*

Roleplaying

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Introduction

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# Background Story

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Mykos grew up in the Underdark with his tribe of Tieflings. His father, Rophelos, was the Khan and his mother, Mytha, a Queen of their kind. As war among the denizens of the Underdark continued to rage, his tribe ceased to worship thier traditional gods in favor of one of the old forgotten gods; Kezef, The Hound of Rot. As his tribe delved deeper into the following of Kezef, their raids became ruthless. Killing and wanton destruction for the sake of killing and wanton destruction. The also began taking prisoners to use as slaves. This didn't sit well with Mykos as he had always had a pronounced sense of fairness and justice. When he brought his concerns to his parents he was forced to fight his older brother Rophelor to the death in single combat. Mykos defeated his brother, but refused to deliver the killing blow. Mykos then escaped from his tribe, finding his way out of the Undrdark, taking himself into exile. Shortly after leaving the Underdark, he found a lone Half-Orc named Ordic and an exiled Drow, Etzio, and the three outcasts set out on the road of adventure, gaining fame and fortune over the years, becoming known as "The Forgotten". Using their new found wealth to buy a tavern, settling in the small shanty town of Phandalin, and opening Ardenthal's Rest. Recently his Brother Rophelor came back into his life, now also exiled from their tribe and escorted by, much to Mykos' surprise, a daughter that Mykos had never known existed.