

Briel Amaakir

CHARACTER NAME

Level 1 Keldon Human Fighter
CHARACTER LEVEL, RACE, & CLASS

0

EXPERIENCE

Rakdos Cultist
BACKGROUND

Chaotic Neutral
ALIGNMENT DEITY

Simon Gruner
PLAYER NAME

STRENGTH

15

+2

DEXTERITY

13

+1

CONSTITUTION

12

+1

INTELLIGENCE

10

+0

WISDOM

18

+4

CHARISMA

10

+0

PROFICIENCY BONUS

+2

- ☒ +4 Strength
- ☐ +1 Dexterity
- ☒ +3 Constitution
- ☐ +0 Intelligence
- ☐ +4 Wisdom
- ☐ +0 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☒ +6 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +4 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +6 Perception (Wis)
- ☒ +2 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

16 PASSIVE PERCEPTION

ARMOR

Studded Leather

SHIELD

13

AC

ARMOR CLASS

MAXIMUM

11

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

- 1 Entertainer's Pack
- 1 Studded Leather
- 1 Whip
- 1 Whip
- 1 Katana, Finesse
- 1 Cult of Rakdos Guild Insignia
- 1 Ring of Animal Influence

CP

0

SP

0

EP

0

GP

0

PP

0

WEIGHT

20,0 lb.

EQUIPMENT

INITIATIVE

+1

1 Attack / Attack Action

NAME

RANGE

ATTACK

DAMAGE / TYPE

Whip

5 ft

+4 vs AC

1d4 + 2 slashing

Finesse, Reach

Katana, Finesse

5 ft

+4 vs AC

1d8 + 2 slashing

Finesse

ATTACKS & SPELLCASTING

Icehaven Born. You are immune to the effects of cold temperatures.

Fighting Style.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+1 hit points.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Flute

Languages. Common, Keldon, Abyssal

PROFICIENCIES & LANGUAGES



Briel Amaakir

CHARACTER NAME

Female	31	6'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
Black	Obsidian	Long	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

Cult of Rakdos

SYMBOL

PERSONALITY TRAITS

I can't stand it when things are predictable, so I like to add a little chaos to every situation. I enjoy testing other people's patience.

Freedom. No one tells me what to do. (Chaotic)

IDEAL

I want to be better at my chosen form of performance than any other member of my troupe.

BOND

When I'm angry, I lash out in violence.

FLAW

Underdark Experience

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE

TRINKET

You're an entertainer at heart. a performer with a Hair for the dramatic and a love of the spotlight. You've spent years honing your craft, mastering a demanding set of skills so you can perform them with panache and make them look easy. The wild applause, the screams of the crowds, the mayhem and terror spreading into the streets-this is what you live for.

You're also a member of a cult devoted to an ancient demon who delights in violence and chaos. It just so happens that Rakdos loves a good show, and your highest aspiration is to please the Defiler, the Lord of Riots, with your own performance.

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

Entertainer's Pack

Equipment Packs

Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

10 lbs.

Player's Handbook

Studded Leather

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

13 lb.

Player's Handbook

Whip

Weapons

3 lb.

Player's Handbook

Whip

Weapons

3 lb.

Player's Handbook

Katana, Finesse

Weapons

Historically, katana widely varied in size and weight. If you would prefer a katana that emphasizes fast, precise cuts, then you can choose this variation instead.

2 lb.

D&D Wiki

Cult of Rakdos Guild Insignia

Guild Insignia

Members of Ravnica's guilds typically carry guild insignia with them, though in some cases (notably House Dimir) the insignia might be carefully hidden. A replacement insignia costs 5 gp and is available only to members of the guild. Any character can use the insignia of their guild as a spellcasting focus.

1 lb.

Guildmasters' Guide to Ravnica

Ring of Animal Influence

Rings

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- Animal friendship
- (save DC 13)
- Fear
- (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- Speak with animals

—

Dungeon Master's Guide