



# Raltarok the Raider

Class: Barbarian (level 4)  
Race: Half Orc  
Languages: Common, Orc  
Alignment: Chaotic Neutral  
Background: Pirate

Max HP: 51  
Hit Dice: 4d12  
Armor Class: 15 (no armor)  
Speed: 30 ft.  
Initiative: +2  
Passive Perception: 12  
Passive Investigation: 9  
Passive Insight: 10  
Darkvision: 60 feet

### Proficiencies (Bonus +2)

- Light/Medium Armor + Shields
- Simple/Martial Weapons
- Navigator's Tools
- Water Vehicles

| SKILLS                    | MODIFIER  |
|---------------------------|-----------|
| Acrobatics (DEX)          | +2        |
| Animal Handling (WIS)     | +0        |
| Arcana (INT)              | -1        |
| <b>Athletics (STR)</b>    | <b>+5</b> |
| Deception (CHA)           | +1        |
| History (INT)             | -1        |
| Insight (WIS)             | +0        |
| <b>Intimidation (CHA)</b> | <b>+3</b> |
| Investigation (INT)       | -1        |
| Medicine (WIS)            | +0        |
| <b>Nature (INT)</b>       | <b>+1</b> |
| <b>Perception (WIS)</b>   | <b>+2</b> |
| Performance (CHA)         | +1        |
| Persuasion (CHA)          | +1        |
| Religion (INT)            | -1        |
| Sleight of Hand (DEX)     | +2        |
| Stealth (DEX)             | +2        |
| <b>Survival (WIS)</b>     | <b>+2</b> |

| STATS               | SCORE | MODIFIER | SAVE      |
|---------------------|-------|----------|-----------|
| <b>Strength</b>     | 16    | +3       | <b>+5</b> |
| Dexterity           | 14    | +2       | +2        |
| <b>Constitution</b> | 16    | +3       | <b>+5</b> |
| Intelligence        | 8     | -1       | -1        |
| Wisdom              | 10    | +0       | +0        |
| Charisma            | 12    | +1       | +1        |

A piratical raider of the Sword Coast since childhood, Raltarok has expanded his operations for clientele in Waterdeep. His considerable navigation and combat experience makes him a sound operator for raids or personal protection details.

| ATTACKS      | HIT | DAMAGE          | NOTES                      |
|--------------|-----|-----------------|----------------------------|
| Greataxe     | +5  | 1d12+3 slashing | Heavy, Two-Handed          |
| Javelin (x5) | +5  | 1d6+3 piercing  | Thrown, Range (30/120 ft.) |
| Unarmed      | +5  | 4 bludgeoning   |                            |

**Rage:** As a bonus action, you enter a rage for up to 1 minute (10 rounds of combat). You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, and resistance to bludgeoning, piercing, and slashing damage (halving it). Your rage ends if you are knocked unconscious, or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You may choose to end your rage as a bonus action, and you can rage 3 times before taking a long rest.

**Storm Aura:** You have a 10 ft. aura effect when you start your rage and as a bonus action on each of your turns. When active, you may choose one creature in your aura that must take a DEX saving throw with a DC of 13, taking 1d6 lightning damage on a failed save or half as much on a successful one.

**Savage Attacks:** When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

**Danger Sense:** You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

**Relentless Endurance:** When you are reduced to 0 HP but not killed, you can drop to 1 HP instead, once per long rest.

**Athlete:** When you are prone, standing up uses only 5 ft. of your movement. Climbing doesn't cost you extra movement, and you can make a running long jump or a running high jump after moving only 5 ft. on foot, rather than 10 ft.

**Bad Reputation:** When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a local tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities due to your reputation.

**Orb of Direction:** You have a magical orb that can determine which way is North when used as an action.

**Unarmored Defense:** While not wearing armor, your AC is 10 + DEX modifier (2) + CON modifier (3) + any shield bonus.