

Mokaran Anaryph

Level 6 Blood-Touched Myruun Barbarian



Mokaran emerged into the world as a member of a coastal tribe whose most revered warriors, the Tidewalkers, embodied the ocean's might. From his earliest moments, the crashing waves and salt-infused breeze were inseparable from Mokaran's existence. Even as a child, he displayed extraordinary potential, possessing heightened senses and a profound connection to the water that set him apart. Guided by his people's traditions, he acquired tattoos for each mastered tale, transforming his skin into a vibrant tapestry of his tribe's beliefs, history, and worldview—a source of immense pride for him. The village elders taught him when to remain serene and when to channel his intense passions, transforming him into a force of nature. As Mokaran matured, his physical prowess grew, and the elders recognized his destined greatness. His body, sturdy enough to withstand relentless waves and swift enough to outpace fierce currents, harbored a heart as gentle as the sea breeze.

One evening, Mokaran experienced a visionary revelation, wherein the sea itself urged him to depart. Sharing this profound dream with the village elders, they confirmed that he had a greater purpose awaiting him. Ignoring the sea's call would invite disaster. With a heavy heart, Mokaran bid farewell to his

people and embarked on a journey to fulfill his destiny.

Through the passage of time, the solitude of his travels hardened Mokaran's heart, yet he pressed on, offering aid to the deserving and vanquishing those deserving of retribution. Even amid the ferocity of battle, he remained rooted in his upbringing. Now, Mokaran finds himself treading unfamiliar shores, driven by an ever-present guide and a fervent desire to fulfill his purpose. Carrying within his heart the spirit of his people and the pride of the Tidewalkers, he vows to complete his duty and one day return home. Mokaran Anaryph, chosen by the ocean, stands ready to shape his destiny as the tides shape the shore, leaving an indelible mark upon the world.

SECRET:

In Mokaran's travels, he learned of the blood-touch, and suspects his special connection to the sea may be because he was born with an elemental blood-touch. He keeps his suspicions to himself, as blood-touched people are largely seen as cursed.

PERSONALITY TRAIT:

I need long stretches of quiet to clear my head.

IDEAL:

Do not fish the same spot twice in a row; suppress your greed, and nature will reward you.

BOND:

I hope to do my people proud by being an exemplary member of the Tidewalker clan.

FLAW:

I become depressed and anxious if I'm away from the sea too long.



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Character Name
Mokaran Anaryph

Class & Level
Level 6 Totem Barbarian

Race / Background
Storm-Touched Myruun / Fisher

Alignment
Neutral Good

Languages
Common, Myruun, Primordial

Attacks & Spellcasting

Name	ATK	Damage
Sea Serpent (1-Handed)	+8	1d6+5 Piercing
Sea Serpent (2-Handed)	+8	1d8+5 Piercing
Aquasurge Net	+6	-
Javelin	+8	1d6+5 Piercing
Shocking Grasp	+5	2d8 Lightning
Aquasurge	DC 13	1d6 Bludgeoning
Tidal Wave	DC 13	4d8 Bludgeoning
Rage	-	+2

Equipment

Weapons: Sea Serpent (Magical Trident, Thrown (range 20/60), versatile (1d8), See Special Abilities), Aquasurge Net (Special, thrown (range 5/15), See Special Abilities), Javelin x4 (Thrown (range 30/120))
Armor: None (See Unarmored Defense)
Gear: Oiled Leather Wading Boots, Traveler's Garb, Fishing Tackle, Belt pouch Containing 10gp, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, 50' Hempen Rope

Proficiency Bonus +3	Inspiration	Passive Perception 15
+5 20 Strength	✦ +8 ● +8	Saving Throws Athletics
+1 12 Dexterity	✦ +1 ○ +1 ○ +1 ○ +1	Saving Throws Acrobatics Sleight of Hand Stealth
+4 18 Constitution	✦ +7	Saving Throws
+0 10 Intelligence	✦ +0 ○ +0 ● +3 ○ +0 ○ +0 ○ +0	Saving Throws Arcana History Investigation Nature Religion
+2 14 Wisdom	✦ +2 ● +5 ○ +2 ○ +2 ● +5 ● +5	Saving Throws Animal Handling Insight Medicine Perception Survival
+1 12 Charisma	✦ +1 ○ +1 ○ +1 ○ +1 ○ +1	Saving Throws Deception Intimidation Performance Persuasion

Armor Class 15	Initiative +1	Speed 35 ft. Swim 20 ft.
MAX HP 72		Current HP
Temporary Hit Points		
Hit Dice 6 (d12) Total	Death Saves Success- ○ ○ ○ Failures ○ ○ ○	
Spellcasting Ability WIS	Spell Save DC 13	Spell Attack Bonus +5

Proficiencies

Armor: Light armor, Medium armor
Weapons: Simple Weapons, Martial Weapons
Saving Throws: Strength, Constitution
Tools: Water Vehicles, Navigator's Tools, Fishing Tackle
(Note: ADV on DEX saves vs affects you can see. ADV on Survival and Perception checks made on, in, or within 10' of aquatic terrain. ADV with Fishing Tackle.)

Notes

Mokaran Anaryph

Level 6 Special Abilities (Page 1 of 1)



RAGE - 4/LONG REST ☐☐☐☐

HOLD BREATH - You can hold your breath for 23 minutes.

STORM PIERCING GAZE - You can see in dim light within 60 feet of you as if it were bright light. You treat areas that are heavily obscured due to mist, fog, clouds, or other water-based effects as lightly obscured, and areas lightly obscured by such effects as unobscured.

AQUATIC NAVIGATOR - You have advantage on Wisdom (Survival) and Wisdom (Perception) checks made on, in, or within 10 feet of aquatic terrain.

HARVEST THE WATER - You gain advantage on ability checks made using fishing tackle. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to ten other people each day.

STORM-TOUCHED - You are Blood-Touched, imbued with a small amount of elemental magicks. You have a 20 ft. swim speed. You can cast the *Shocking Grasp* cantrip. WIS is your spellcasting ability.

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 - In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When

you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early 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 can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

RECKLESS ATTACK - When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE - You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

EXTRA ATTACK - You can attack twice, instead of once, whenever you take the Attack action on your turn.

SPIRIT SEEKER - You have the ability to cast the *Beast Sense* and *Speak With Animals* spells, but only as rituals.

TOTEM SPIRIT: ORCA - While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the orca makes you a leader of hunters.

ASPECT OF THE BEAST: SEA HAWK - You gain the eyesight of a sea hawk. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

AQUASURGE NET - The net is lightweight and easy to handle, granting a +2 bonus to attack rolls. As a bonus action, the wielder can command the net to surge with water, dealing additional damage to a creature already restrained by the net. The restrained target takes 1d6 bludgeoning damage from the force of the water, and they must make a Dexterity saving throw against the caster's spell save DC or be knocked prone.

SEA SERPENT TRIDENT - As an action, the wielder can summon a mighty tidal wave once per long rest. The wave rushes forward in a 30-foot cone, forcing all creatures in its path to make a Dexterity saving throw against the wielder's spell save DC. On a failed save, creatures take 4d8 bludgeoning damage and are pushed 15 feet away from the wielder. On a successful save, they take half damage and are not pushed. The wave then continues for an additional 30 feet, extinguishing non-magical flames and flooding the area, making it difficult terrain for 1 minute. This weapon counts as magical for the purposes of overcoming resistances.

Mokaran Anaryph

Level 6 Spells (Page 1 of 1)



LEVEL 2 (0 SLOTS)

BEAST SENSE (DIVINATION)

RITUAL ONLY

Casting Time: 1 action

Range: Touch

Target: A willing beast

Components: S

Duration: Concentration, Up to 1 hour

Description: You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

CANTRIPS (UNLIMITED)

SHOCKING GRASP (EVOCATION)

Casting Time: 1 action

Range: A creature you try to touch

Target: A single break or tear in an object you touch

Components: V, S

Duration: Instantaneous

Description: Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 2d8 lightning damage, and it can't take reactions until the start of its next turn.

LEVEL 1 (0 SLOTS)

SPEAK WITH ANIMALS (DIVINATION)

RITUAL ONLY

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: 10 minutes

Description: You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.