

Middle Aged Adult Human
Chaotic Neutral
Level 10 Barbarian Path Of
The Berserker

Speed - 40.

(+2)

Action on each of your

Draake
of about 1

menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your Proficiency Bonus + your Charisma modifier) or be Frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the Duration of this Effect on the Frightened creature until the end of your next turn. This Effect ends if the creature ends its turn out of Line of Sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours"}}}

Proficiencies -
Proficiency Mod - +4

Languages - Common
Adjectives - Brutish,

Special Abilities -
Special Equipment -

Combat Tactics
Will attack with rage and axes

Actions -

Factions

Role:

Want to arm wrestle?

Let me show you my trophy collection [of swords].

Mannerisms

Enjoys flexing. Broad dramatic hand gestures.

Motivations

Draake leads a band of about 100 bandits. He commands his men and women fairly and they look up to him

Passions

Raids and banditry. War

Secrets

His brother is secretly the local lord. The two communicate via matching message rings. The lord tells him which caravans to raid.

Action on each of your turns after this one. When your rage ends, you 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", "Intimidating Presence"=>"you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your Proficiency Bonus + your Charisma modifier) or be Frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the Duration of this Effect on the Frightened creature until the end of your next turn. This Effect ends if the creature ends its turn out of Line of Sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours"}}}

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