

CELL ONESCARBACK

*middle-aged half-ogre
lawful neutral
Level 5 barbarian*

Pronouns: it/him
Occupations: Performer
Armor Class 11
Hit Points 53 (TODO Hitdie)
Speed 30.

STR	DEX	CON	INT	WIS
19	() 9	18	7	8

CHA
8

Saving Throws
TODO Saving Throws
Skills
Smithing; Strength; Survival; Athletics

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Orcish Goblin Ogre Common
Adjectives Looming ,

Special Abilities

- **Unarmored Defense** | Stone's Endurance. Scarback can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. Add his Constitution modifier to the number rolled, and reduce the damage by that total. After he uses this trait, he can't use it again until you finish a short or long rest. | **Rage**



ROLEPLAYING

Introduction

Might be found wandering a town or city calling, "Bodius..? Ohhh, Bodius? Where have you gone dear friend?"; Scarback has a serious drinking problem and is renowned at local pubs - having lots of good acquaintances;

Appearance

Enormous and intimidating; Muscular and dirty; wears bright, patched stitch-work clothing

Expressions

"Go get good at stuff"; "Bodius says Migrug does good"; "I can break stuff and break it again"

Mannerisms

Constantly scratching himself from poor hygiene; always flexing; Spits a lot (Chews tobacco)

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Special Equipment

Combat Tactics

Scarback is fearless. He will almost always begin any combat by entering a rage and attacking the most powerful appearing foe.

Actions

Great Axe | Javelin

Factions

Cell3

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Special Equipment	Motivations
Combat Tactics	Passions
Actions	Secrets
Factions	

Appearance
Expressions
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