

middle aged adult human
chaotic neutral
Level 10 barbarian

STR	DEX	CON	INT	WIS
19	18	18	10	12

Damage Immunities
 TODO Damage Immunities
 Condition Immunities
 TODO Condition Immunities
 Senses TODO Senses
 Languages Common ,
 Adjectives Brutish ,

Factions

Cell3 "Want to arm wrestle?", "L

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Image Dummy

2500 x 3235
Image Dummy

CHA
15

Saving Throws
TODO Saving Throws

Skills

Proficiencies

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses
TODO Senses

Languages
Common ,

Adjectives
Brutish ,

Special Abilities

Intimidating Presence

Mindless Rage | Fearful

Reckless Attack |

Special Equipment

Hand Axe +2

Hand Axe +1

Boots of Speed

Combat Tactics

Actions

Hand Axe +2 | Hand Axe

Factions

ROLEPLAYING

Introduction

Ha, what a fine sword you have. Let's have an arm wrestling contest. Winner gets the loser's prized sword!

Appearance

A tall, immensely broad shouldered human with salt and pepper medium length hair. Tanned skin show his years of wandering. Scars cover his body. His love of beer caused him to develop a slight pot-belly in more recent years, but he still exudes dangerousness.

Expressions

"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.

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BACKGROUND STORY

The 2nd born son of a local baron, Draake could never stay As a young boy, he was formally trained as a knight. He and his brother Trassel were inseperable but Draake knew he would never rule and he hated the pomp of court life. At 16 he left the castle in the night looking for adventure. He found it in a tavern where he met Taron. The two teenagers quickly became friends.

Leaving his hometown of Oxlight behind him, the two adventured far and wide, both starting and ending many fights along the way. During this time, the charismatic Draake convinced more adventurers to their ranks. At 24, Draake was captured on a raid and brought back to town. His brother, now Lord, almost didn't recognize him.

Granted clemency, the two agreed to enrich each other. Trassel ensured that Draake would become the local bandit leader, sending his soldiers against all other gangs and in return Draake recieved a cut from every raid. Draake would keep the gang in and would take new recruits (criminals from Oxlight) which helped lower expenses for Trassel and made him look better to the king. This arrangement has persisted for the last 26 years.

PERSONALITY

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