KHAMAL "HEADRENDER"

ALGOLUNAKA
young adult goliath
lawful neutral
Level 7 barbarian

Pronouns: he/him Occupations: Execution Armor Class 17 Hit Points 87 (TODO H Speed 40.

STR DEX CON INT 20 () 15 17 12

CHA 12

Saving Throws
TODO Saving Throws
Skills

Master with 2-handed weaponsspecifically axe

Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages

Common Giant Gol-Kaa **Adjectives** ,

Image Dummy

2500 x 3235

Special Abilities

 Goliath Traits: Natu Athlete, Stone's En Mountain Born | Ra Unarmored Defens Sense, Reckless Att Attack, Fast Moven Instinct | Frenzy, M Rage | Great Weap Master, Sentinel, M

Special Equipment

 {"Executioner's Axe +1 for each other s creature it has kille day"}

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2500 x 3235

Image Dummy

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ROLEPLAYING

Introduction

The Mountain of man in his black mask raises his axe. At the guard captain's nod, he cleanly removes the prisoner's head

Appearance

An 8' tall beast of a man, Hairless with green eyes and dark gray skin with black patches. Wears an executioner's mask

Expressions

"He wouldn't survive a day where I come from", "His death is no loss to anyone", "How much do you want to bet?"

Mannerisms

A slight stutter

Motivations

Competition and Justice. Always striving to better himself and do better than he did the day before

Passions

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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Giant Gol-Kaa Dwarvi
Adjectives,

Special Abilities

 Goliath Traits: Natural Athle Stone's Endurance, Mountain Born | Rage, Unarmored Defense, Danger Sense, Reckless Attack, Extra Attac Fast Movement, Feral Instinger Frenzy, Mindless Rage | Great Weapons Master, Sentinel, Mage Slayer

Special Equipment

 {"Executioner's Axe"=>"Get +1 for each other sentient creature it has killed that day"}

Combat Tactics

Actions

Axe | Short sword (which basicall functions as a dagger in his hand

Factions

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Factions

Very passionate about justice and evening the playing field

Secrets

Knows secrets way in and out of the regions dungeons/prisons

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