

SCARBACK

middle-aged half-ogre
lawful neutral
Level 5 barbarian

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

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

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

Proficiencies TODO

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 hisConstitution 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

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



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 renown 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)

Motivations

Almost a result of cognitive dissonance, Scarback ardently seeks to convince others that his old performance partner, Bodius, is missing and that he needs help to find her.

Passions

Bodius, his elven performance colleague of the past - he is always referring to her even though she is supposedly long dead

Secrets

Keeps Bodius in a locked chest where he feeds her and keeps her alive - his most prized possession.

SCARBACK

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

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

STR	DEX	CON	INT	WIS	CHA
19	9	18	7	8	8

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

Proficiencies TODO

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**

CELL 2 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



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 renown 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)

Motivations

Almost a result of cognitive dissonance, Scarback ardently seeks to convince others that his old performance partner, Bodius, is missing and that he needs help to find her.

Passions

Bodius, his elven performance colleague of the past - he is always referring to her even though she is supposedly long dead

Secrets

Keeps Bodius in a locked chest where he feeds her and keeps her alive - his most prized possession.

Bottom