

[Previous](#)[Next](#)

draake

**2500 x 3235**  
↔ ↕

Image Dummy

---

Draake

**Draake**

**middle aged adult Human**

**Chaotic Neutral**

**Level 10 Barbarian Path of the Berserker**

---

**Pronouns -**

he/him

**Occupations -**

Bandit Leader

Armor Class -

19

Hit Points -

127 (TODO Hitdice)

Speed -

40.

---

STR

19 (+5)

DEX

18 (+4)

CON

18 (+4)

INT

10 (+0)

WIS

12 (+1)

CHA

14 (+2)

---

Saving Throws -

Skills -

{ "Barbarian Abilities"=>[ { "Rage"=>[ { "Description"=>"Can enter a rage as a Bonus Action.", "Additonal Information"=>["have advantage on Strength Checks and Strength Saving Throws.", "make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll", "Resistance to bludgeoning, piercing, and slashing damage"]}], "Danger Sense"=>"has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells", "Reckless Attack"=>"When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have advantage until his next turn", "Extra Attack"=>"Can attack twice each turn", "Fast Movement"=>"your speed increases by 10 feet while you aren't wearing Heavy Armor.", "Feral Instinct"=>"you have advantage on Initiative rolls. Additionally, if you are surprised at the Beginning of Combat and aren't Incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.", "Brutal Critical"=>"you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee Attack."}], "Path of the Berserker Abilities"=>[ { "Frenzy"=>"you can go into a Frenzy when you rage. If you do so, for the Duration of your rage you can make a single melee weapon Attack as a Bonus 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"}}

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

Common

**Adjectives -**

Brutish,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## 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.

Draake

middle aged adult Human  
Chaotic Neutral  
Level 10 Barbarian Path of the Berserker

Pronouns -

he/him

Occupations -

Bandit Leader

Armor Class -

19

Hit Points -

127 (TODO Hitdice)

Speed -

40.

STR

19 (+5)

DEX

18 (+4)

CON

18 (+4)

INT

10 (+0)

WIS

12 (+1)

CHA

14 (+2)

---

**Saving Throws -**

**Saving Throws -**

**Skills -**

{ "Barbarian Abilities"=>[{ "Rage"=>[{ "Description"=>"Can enter a rage as a Bonus Action.", "Additonal Information"=>["have advantage on Strength Checks and Strength Saving Throws.", "make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll", "Resistance to bludgeoning, piercing, and slashing damage"]}], "Danger Sense"=>"has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells", "Reckless Attack"=>"When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have advantage until his next turn", "Extra Attack"=>"Can attack twice each turn", "Fast Movement"=>"your speed increases by 10 feet while you aren't wearing Heavy Armor.", "Feral Instinct"=>"you have advantage on Initiative rolls. Additionally, if you are surprised at the Beginning of Combat and aren't Incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.", "Brutal Critical"=>"you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee Attack."}], "Path of the Berserker Abilities"=>[{ "Frenzy"=>"you can go into a Frenzy when you rage. If you do so, for the Duration of your rage you can make a single melee weapon Attack as a Bonus 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"}] }

**Proficiencies -**

**Languages -**

Common

**Adjectives -**

Brutish,

---

**Special Abilities**

-

**Special Equipment**

-

-

-

## Combat Tactics

Will attack with rage and axes

## Actions

-

## Factions

Role:

# 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.

# Background Story

---

The 2nd born son of a local baron, Draake could never stay still. 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 join 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 by sending his soldiers against all other gangs and in return Trassel recieved a cut from every raid. Draake would keep the gang in line 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.