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scarback

2500 x 3235
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Scarback

middle aged adult Half-Ogre

Lawful Neutral

Level 6 Barbarian Path of the Beast

Pronouns -

it/him

Occupations -

Performer

Armor Class -

16

Hit Points -

68 (TODO Hitdice)

Speed -

40.

STR

20 (+5)

DEX

14 (+2)

CON

18 (+4)

INT

7 (-1)

WIS

8 (-1)

CHA

8 (-1)

Saving Throws -

Skills -

{ "Half-Ogre Abilities"=>[{ "Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.", "Strong and Angry"=>"Due to your giant size and insane strength, using great weapons tends to be really easy for you. You gain proficiency with the greataxe and the maul.", "Relentless Power"=>"Nothing can stop your imense strength. When you roll a critical hit with a melee weapon, you can roll one of the weapon dice again and add it to the total.", "Unstoppable Destruction"=>"Your size and strength are unmatched. If you hit an enemy with an attack with a two-handed melee weapon, you can use your bonus action to attack one adjacent enemy within 5ft from you and the enemy you first hit with your two-handed melee weapon, though the second attack is rolled with disadvantage.", "Frightful Appearance"=>"Due to your sheer size, you would put the braves to run. You gain proficiency in the Intimidation skill.", "Bloodrage"=>"Your blood becomes filled with your anger. Once per long rest, with a bonus action, you may raise your Strength score by 4 for 1 minute. When the Bloodrage ceases, you get a minus 4 in your Intelligence score untill you finish a short or long rest."}], "Barbarian Abilities"=>[{ "Rage"=>[{ "Description"=>"Can enter a rage as a Bonus Action.", "Additional Information"=>["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."}], "Path of the Beast Abilities"=>[{ "Form of the Beast"=>[{ "Description"=>"When you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you

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Proficiencies -

Proficiency Mod -

+3

Languages -

Orcish Goblin Giant Common N/A

Adjectives -

Caring, Delusional, Drunk,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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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.

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Proficiencies -

Languages -

Orcish Goblin Giant Common N/A

Adjectives -

Caring, Delusional, Drunk,

Special Abilities

-

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

-

Factions

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Background Story

When the village of Everskinnis [Any Elven village] was raided by Ogres and goblinoids, the inevitable results of the plunder and pillage was that the ravaged female escapees would birth half-breeds. Relima Haas, a young woman and former wife of a fine hunter who fell in the raids, was among these poor women. The gestation period was more than draining and the birth fatal. Scarback was born. Scavenging for food and other sustenance and forced to reform their beliefs and direction, the camp of survivors raised Scarback in the wilderness. He learned to value the spirits of the wild beasts and flora. He also learned the value of connecting with the rage he felt over the abuses imparted upon his mother and her now scattered community of hunters. A small portion of these survivors refused to live in survival-mode and instead departed together to seek a better life. Scarback followed. The 5 departees were the smarter and more talented of the group. One of these departees was a beautiful young elven woman named Bodius towards whom Scarback took a serious liking. Traveling village to village, they would perform feats of strength and agility for coins to wrangle up food or drink. In time, they came to be known as an entertaining side-show. On one fateful night, the group encountered a particularly vicious pack of gnolls. Scarback fought valiantly while most of the group were slain. The gnolls plundered what they could and fled while Scarback was left tending to a seriously wounded Bodius with tears in his eyes. "Scarback love pretty elf-lady", he lamented. He tucked Bodius in the group's steamer chest and gently fed her, gave her water, and tended to her wounds as he made his way to the nearest township. Upon next opening the steamer, Bodius was somewhat recovered and attempted to get out. "No. Elf lady not safe", Scarback proclaimed as he knocked her out with a back hand. He tied her up securely, stuffed cloth in her mouth, and closed the chest, determined to keep Bodius safe from harm. Yet, that same day, when he made his way through town his mind encountered a serious psychological schism; he couldn't accept what he'd done and immediately began searching for Bodius. At the same time he has an inexorable bond with his steamer trunk. Twice daily, in private, he will check on his belongings and only then recognize that Bodius remains in the chest. He will feed her and provide her water, only to Bind and gag her and lock the steamer back up.