

<h1>DRAAKE</h1> <p><i>Middle Aged Adult Human</i> <i>Chaotic Neutral</i> <i>Level 10 Barbarian</i></p>					
Pronouns: he/him Occupations: Bandit Leader Armor Class 19 Hit Points 127 (TODO Hitdice) Speed 30.					
STR	DEX	CON	INT	WIS	
19	18	18	10	12	
(+5)	(+4)	(+4)	(+0)	(+1)	
CHA 15 (+3)					
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 -					
Special Equipment - - -					
Combat Tactics					
Actions -					
Factions					

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Saving Throws TODO Saving Throws Skills Skills Proficiencies TODO					
Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common, Adjectives Brutish,					
Special Abilities Intimidating Presence Mindless Rage Feral Instinct Reckless Attack Rage Special Equipment Hand Axe +2 Hand Axe +1 Boots of Speed					
Combat Tactics					
Actions Hand Axe +2 Hand Axe +1					
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.

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.

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