Draake

Middle Aged Adult Human
Chaotic Neutral
Level 10 Barbarian

Pronouns: he/him
Occupations: Bandit Leader
Armor Class 19
Hit Points
127 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
19 (+5)	18 (+4)	18 (+4)	10 (+0)	12 (+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

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

2500 x 3235

Image Dummy

Roleplaying

Introduction

Ha, what a fine sword you have. Let have an arm wrestling contest. Win gets the loser's prized sword!

Appearance

A tall, immensely broad shouldered human with salt and pepper mediun length hair. Tanned skin show his ye of wandering. Scars cover his body. love of beer caused him to develop a slight pot-belly in more recent years he still exudes dangerousness.

Expressions

"Want to arm wrestle?", "Let me sho 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 hir

Passions

Raids and banditry. War.

Secrets

His brother is secretly the local lord. two communicate via matching mes rings. The lord tells him which caravans to raid.

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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.