

KHAMAL

"HEADRENDER"

ALGOLUNAKA

young adult goliath

lawful neutral

Level 7 barbarian

Pronouns: he/him

Occupations: Executioner

Armor Class 17

Hit Points 87 (TODO Hitdice)

Speed 40.

STR

DEX

CON

INT

WIS

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20

15

17

12

10

(+5)

(+3)

(+4)

(+1)

(+0)

CHA

12

(+1)

Saving Throws

TODO Saving Throws

Skills

Master with 2-handed weaponspecifically axes

Proficiencies TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

Common Giant Gol-Kaa Dwarvis

Adjectives ,

Special Abilities

- Goliath Traits: Natural Athlete, Stone's Endurance, Mountain Born | Rage, Unarmored Defense, Danger Sense, Reckless Attack, Extra Attack, Fast Movement, Feral Instincts, Frenzy, Mindless Rage | Greataxe Weapons Master, Sentinel, Mage Slayer

Special Equipment

- {"Executioner's Axe"=>"Greataxe" +1 for each other sentient creature it has killed that day"}

Combat Tactics

Actions

Axe | Short sword (which basically functions as a dagger in his hands)

Factions

2500 x 3235

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↕

Image Dummy

2500 x 3235  
Image Dummy

20 (+5)	15 (+3)	17 (+4)	12 (+1)	10 (+0)
CHA				
12 (+1)				
<b>Saving Throws</b> TODO Saving Throws				
<b>Skills</b> Master with 2-handed weapons specifically axes				
<b>Proficiencies</b>				
<b>Damage Immunities</b> TODO Damage Immunities				
<b>Condition Immunities</b> TODO Condition Immunities				
<b>Senses</b> TODO Senses				
<b>Languages</b> Common Giant Gol-Kaa Dwarf				
<b>Adjectives</b>				
<b>Special Abilities</b> <ul style="list-style-type: none"><li>Goliath Traits: Natural Athlete, Stone's Endurance, Mountain Born   Rage   Unarmored Defense, Danger Sense, Reckless Attack   Attack, Fast Movement, Feral Instinct   Frenzy, Minor Rage   Great Weapons Master, Sentinel, Mage Slayer</li></ul>				
<b>Special Equipment</b> <ul style="list-style-type: none"><li>"Executioner's Axe" - +1 for each other sentient creature it has killed that day"</li></ul>				
<b>Combat Tactics</b>				
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<b>Factions</b>				

## ROLEPLAYING

### Introduction

The Mountain of man in his black mask raises his axe. At the guard captain's nod, he cleanly removes the prisoner's head

### Appearance

An 8' tall beast of a man, Hairless with green eyes and dark gray skin with black patches. Wears an executioner's mask

### Expressions

"He wouldn't survive a day where I come from", "His death is no loss to anyone", "How much do you want to bet?"

### Mannerisms

A slight stutter

### Motivations

Competition and justice. Always striving to better himself and do better than he did the day before

### Passions

Very passionate about justice and evening the playing field

### Secrets

Knows secrets way in and out of the regions dungeons/prisons

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## BACKGROUND STORY

<p>Raised in the mountains, Khamal was exiled from his tribe going into a rage and killing another Goliath during a game of Stubborn-Root. Rather than fend for himself in the mountains, he made his way down into the mainland. After witnessing a group of orcs attacking a caravan, his sense of fairness required him to intercede and even the odds. The nobles he saved were so grateful that they invited him into their house.</p><p>His massive size, skill and rage served him well in their service and eventually he was given the job of executioner due to his strength and skill with an axe. He wears the executioner's mask as a badge of honor even though it clearly doesn't offer him any anonymity. Lately he has begun to question the rule of those in charge. His culture dictates that those with the best skills for the job should be doing the job, and it's starting to become obvious to him that is not the case here.</p>

## PERSONALITY

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