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khamal headrender algolunaka

**2500 x 3235**  
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Image Dummy

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Khamal 'Headrender' Algolunaka

**Khamal 'Headrender' Algolunaka**

**young adult Goliath**

**Lawful Neutral**

**Level 7 Barbarian Path of the Berserk**

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**Pronouns -**

he/him

**Occupations -**

Executioner

Armor Class -

17

Hit Points -

87 (TODO Hitdice)

Speed -

40.

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STR

20 (+5)

DEX

15 (+3)

CON

17 (+4)

INT

12 (+1)

WIS

10 (+0)

CHA

12 (+1)

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Saving Throws -

Skills -

{ "Goliath Abilities"=>[ { "Natural Athlete"=>"Proficient in Athletics", "Stones Endurance"=>"Once per short rest when he takes damage he can use a reaction to reduce that damage by 1d12+4", "Powerful Build"=>"Counts as one size larger detemining carrying capacity", "Mountain Born"=>"Resistance to cold damage. Acclimated to high altitude including elevations above 20,000 feet." } ], "Barbarian Abilities"=>[ { "Rage"=>[ { "Description"=>"Can enter a rage as a Bonus Action.", "Additional 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." } ], "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" } ] }

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Giant Gol-Kaa Dwarvish {"id"=>"noble\_house", "name"=>"Noble House"} {"id"=>"city\_town\_employee", "name"=>"City/Town Employee"} {"id"=>"rebel\_group\_", "name"=>"Rebel Group?"}

**Adjectives -**

Just, Competative, Stalwart,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

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**2500 x 3235**

A diagram showing the dimensions of an image. A horizontal double-headed arrow is positioned below the number 2500, and a vertical double-headed arrow is positioned below the number 3235.

# Image Dummy

## Roleplaying

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### 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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Adjectives -

Just, Competative, Stalwart,

Special Abilities

- 
- 

Special Equipment

- 

Combat Tactics

Khamal will rage and attack head on, axe swinging

## Actions

-

## Factions

# Roleplaying

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# Background Story

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Raised in the mountains, Khamal was exiled from his tribe for going into a rage and killing another Goliath during a game of Stubborn-Root. Rather than fending for himself in the mountains, he made his way down into the mainland. After witnessing a gang 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. 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 its starting to become obvious to him that is not the case here.