

Khamal 'Headrender' Algolunaka

KHAMAL 'HEADRENDER'
ALGOLUNAKA

Young Adult Goliath
Lawful Neutral
Level 7 Barbarian Path Of The Berserk

Pronouns - he/him
Occupations - Executioner
Armor Class - 17
Hit Points - 87 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS	CHA
20	15	17	12	10	12
(+5)	(+3)	(+4)	(+1)	(+0)	(+1)

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

KHAMAL
'HEADRENDER'
ALGOLUNAKA

Young Adult Goliath
Lawful Neutral
Level 7 Barbarian Path Of The Berserk

Pronouns - he/him
Occupations - Executioner
Armor Class - 17
Hit Points - 87 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS
20	15	17	12	10
(+5)	(+3)	(+4)	(+1)	(+0)

CHA
12
(+1)

Saving Throws -
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,

2500 x 323

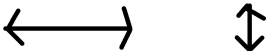


Image Dummy

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?

500 x 3235



Image Dummy

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,

Special Abilities - -

Special Equipment -

Combat Tactics

Khamal will rage and attack head on, axe swinging

Actions -

Factions

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

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 -

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,

Special Abilities - -

Special Equipment -

Combat Tactics

Khamal will rage and attack head on, axe swinging

Actions -

Factions