## **D**RAAKE

middle aged adult h chaotic neutral Level 10 barbarian

Pronouns: he/him Occupations: Bandit L Armor Class 19 Hit Points 127 (TODO Speed 30. 2500 x 3235



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### STR DEX CON INT WIS

19 18 18 10 12 (+5) (+4) (+4) (+0) (+1)

**Saving Throws** 

**Proficiencies** 

**TODO Saving Throws** 

**Damage Immunities** 

**TODO Damage Immunit** 

#### CHA

15 (+3)

Skills

# ROLEPLAYING

#### Introduction

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

#### **Appearance**

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**Proficiencies** TODO

Damage Immunities
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Condition Immunities
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Senses TODO Senses
Languages Common,
Adjectives Brutish,

#### **Special Abilities**

• Intimidating Presence | Mindles 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** 

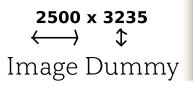
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#### **Actions**

Hand Axe +2 | Hand Axe

#### **Factions**

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.

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# BACKGROUND STORY

The 2nd born son of a local bard Draake could never stay still. As a young boy, he was formally trained a knight. He and his brother Trassel were inseperable, but Draake knew 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 start and ending many fights along the w During this time, the charismatic Draake convinced more adventuren join their ranks. At 24, Draake was captured on a raid and brought bac town. His brother, now Lord, almost didn't recognize him. Gran clemency, the two agreed to enrich each other. Trassel ensured that Draake would become the local ban leader by sending his soldiers again all other gangs and in return Trasse recieved a cut from every raid. Drag would keep the gang in line and wo take new recruits (criminals from Oxlight) which helped lower expens for Trassel and made him look bette the king. This arrangement has persisted for the last 26 years.

## **Personality**