

*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	18	18	10	12

CHA

15

Saving Throws

TODO Saving Throws

Skills

Proficiencies TODO

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

Special Abilities

- **Intimidating Presence | Mindless Rage | Feral Instincts | Reckless Attack | Rage**

Special Equipment

- **Hand Axe +2**
- **Hand Axe +1**
- **Boots of Speed**

Combat Tactics

Actions

Hand Axe +2 | Hand Axe +1

Factions

ROLEPLAYING

Introduction

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

Appearance

A tall, immensely broad shouldered human with sandy and pepper medium length hair. Tanned skin shows his years of wandering. Scars cover his body. His love of combat caused him to develop a slight pot-belly in more recent years, but he still exudes dangerousness.

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2500 x 3235

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Image Dummy

<div>Armor Class 19</div> <div>Hit Points 127 (TODO)</div> <div>Speed 30.</div>	Image Dummy		Cell3	Expressions
				"Want to arm wrestle?", "Let me show you my trophy collection [of swords]."
<div>STR DEX CON INT WIS</div> <div>19 18 18 10 12</div> <div>(+5) (+4) (+4) (+0) (+1)</div>				Mannerisms
				Enjoys flexing. Broad dramatic hand gestures.
<div>CHA</div> <div>15</div> <div>(+3)</div>	ROLEPLAYING			Motivations
				Draake leads a band of about 100 bandits. He commands his men and women fairly and they look up to him.
<div>Saving Throws</div> <div>TODO Saving Throws</div> <div>Skills</div> <div>Proficiencies</div> <div>Damage Immunities</div> <div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses</div> <div>TODO Senses</div> <div>Languages</div> <div>Common ,</div> <div>Adjectives</div> <div>Brutish ,</div>	Introduction			Passions
	Ha, what a fine sword you have. Let's have an arm wrestling contest. Winner gets the loser's prized sword!			Raids and banditry. War.
	Appearance			Secrets
	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.			His brother is secretly the local lord. The two communicate via matching message rings. The lord tells him which caravans to raid.
<div>Special Abilities</div> <div><ul style="list-style-type: none">Intimidating PresenceMindless Rage FearfulReckless Attack </div>	Expressions			BACKGROUND STORY
	"Want to arm wrestle?", "Let me show you my trophy collection [of swords]."			
<div>Special Equipment</div> <div><ul style="list-style-type: none">Hand Axe +2Hand Axe +1Boots of Speed</div>	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.			
<div>Combat Tactics</div>	Passions			
	Raids and banditry. War.			
<div>Actions</div> <div>Hand Axe +2 Hand Axe</div>	Secrets			
	His brother is secretly the local lord. The two communicate via matching message rings. The lord tells him which caravans to raid.			
<div>Factions</div>				

PERSONALITY

<p>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 inseparable, 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.</p><p> 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.</p><p> 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 received a cut of every raid. Draake would keep the gang in line and would take new recruits (criminals from Oxlight) which helped lower expenses. Trassel and made him look better to the king. This arrangement persisted for the last 26 years.</p>