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xo lordwok

**2500 x 3235**  
↔ ↕

Image Dummy

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Xo Lordwok

**Xo Lordwok**

**young adult Turtle**

**Neutral**

**Level 0 Civilian N/A**

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**Pronouns -**

he/him

**Occupations -**

Merchant, Blade Sharpener

**Armor Class -**

16

**Hit Points -**

22 (TODO Hitdice)

**Speed -**

30.

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**STR**

16 (+3)

**DEX**

10 (+0)

**CON**

15 (+3)

**INT**

9 (0)

**WIS**

14 (+2)

**CHA**

10 (+0)

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**Saving Throws -**

**Skills -**

{ "Turtle Abilities"=>[{ "Claws"=>"Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike."}, { "Hold Breath"=>"You can hold your breath for up to 1 hour at a time. Tortles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air."}, { "Natural Armor"=>"Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal."}, { "Shell Defense"=>"You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell."}, { "Survival Instinct"=>"You gain proficiency in the Survival skill. Tortles have finely honed survival instincts."}]}

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Aquan

**Adjectives -**

Comfortable, Laid Back, Resilient,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**  
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# Image Dummy

## Roleplaying

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### Introduction

A loud grating noise fills the air. Sparks fly from a stone wheel. A turtle says from behind it. "Sharpening, friends?"

### Appearance

Burly with spots of algae on his shell. Deep brown skin. Various semi-precious scarves wrapped around him.

### Expressions

*The sharper the more likely to, you know, breach the shell.*

### Mannerisms

Speaks slowly and seemingly stupidly, which, he is. Almost ignores conversation, but he just doesn't really understand.

### Motivations

Motivated just to get by.

Passions

Xo isn't passionate about much besides making some sense to others and having his existence validated.

Secrets

Xo is the next heir to the chieftanship of his tribe. He avoids this like the plague.

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Proficiencies -

Languages -

Common Aquan

Adjectives -

Comfortable, Laid Back, Resilient,

Special Abilities

- 
- 

Special Equipment

- 
- 

Combat Tactics

Xo is a pacifist and will avoid confrontation nearly at all costs.

Actions

- 

Factions

Role:

# Roleplaying

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# Background Story

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Hailing from the far coasts, Xo grew up in a migratory tribe of wise turtles. This tribe obsessed over the kinds of blades and weapons that could possibly harm them and, as such, developed their skills at crafting fine weapons, grinding, and all trades associated with these processes. Xo was no different from the other members of his tribe, except that he is the only remaining son of its chief. He remains in close contact with the other members of his community but has realized that most of his tribe aspire to travel or to grow their skills and wealth. As the heir apparent, Xo realized he would have to take up the mantle of his tribe and advance their interests. He seeks no such advancement but instead simply to 'get by'. The 'simple life'. This, to Xo, is more enjoyable. Particularly when one can help others and interact with the diverse array of peoples that frequent a marketplace. He now operates primarily as a grinder and sells various accoutrements from his cart. These range from collectibles, like bells or miniatures, to pragmatic items, like pitons or adventuring packs.