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CELL ONE
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XIONS
SYUS

*middle aged adult half-orc
lawful neutral
Level 5 fighter*

Pronouns: he/him
Occupations: Merchant
Armor Class 18
Hit Points 61 (TODO Hitdie)
Speed 30.

STR 17 () **DEX** 14 **CON** 17 **INT** 9 **WIS** 13

CHA
10

Saving Throws
TODO Saving Throws
Skills
Martial Weapons; Perception; Insight; Persuasion
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Orcish Dwarvish ,
Adjectives ,

Special Abilities

- Fighting Spirit; Second Wind; Action Surge; Extra Attack

Special Equipment

- **Ancestor's Radiant Karata Naginata** - You can use a bonus action to speak the magic weapon's command word
- causing a searing light to erupt from the blade. The light glows a deep warm yellow in the center of the blade sharpening to a brilliant white at the edge of the blade's cutting surface
- and sheds bright light in a 40-foot radius
- and dim light for an additional 40 feet. While the weapon is incandescent
- it deals an extra 2d6 radiant damage to any target it hits. The radiant lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

ROLEPLAYING

Introduction

One market booth is especially eye-catching with foreign weapons, armor, and curios .
"Hail. I bring you to the East."

Appearance

Well polished red and yellow Karuta. Long grey-green hair in pony-tail. Filed down tusks. Bright blue eyes.

Expressions

"Nothing is equal. Our duty is to make it so through disciplined action"; "Tradition over ambition. Always."

Mannerisms

Poised and stoic. Gentle gesticulation when necessary. Naginata is an extension of his

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Combat Tactics

Calm and poised he awaits his combatants moves.

Actions

Naginata (Glaive) | Long bow

Factions

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gestures.

Motivations

To expose the West to the East. To revive th importance of tradition.

Passions

Eastern weapons, armors, equipment, clothing, and curios.

Secrets

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