

# Xo Lordwok

young adult turtle  
neutral  
Level 0 civilian

**Pronouns:** he/him  
**Occupations:** Grinder; Merchant of Accoutrements

**Armor Class** 16

**Hit Points** 22 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
16	10	15	9	14	10

**Saving Throws** TODO Saving Throws  
**Skills** Survival; Athletics

**Proficiencies** TODO

**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Aquan ,  
**Adjectives** ,

**Special Abilities** Claws, Hold Breath, Natural Armor, Shell Defense, Survival Instinct  
**Special Equipment**

## Combat Tactics

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

## Actions

Hand Axe | Claws

## Factions



## ROLEPLAYING

### 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.**

## **Background**

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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 possible 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 the chief of his migratory tribe. 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.