

Orfthall Hogden

**2500 x 3235**

# Image Dumps

00 x 3235  
→ ↕

# The Dummy

ORFTHALL HOGDEN

Older Adult Half-Orc  
Neutral Good  
Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Butcher  
**Armor Class** - 14  
**Hit Points** - 52 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
13	18	14	9 (0)	11	8 (-1)
(+2)	(+4)	(+2)		(+1)	

### Saving Throws - Skills -

```
{ "Half-Orc Abilities"=>[{"Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.", "Menacing"=>"gain proficiency in the Intimidation skill", "Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest.", "Savage Attack"=>"When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."}]}
```

## ROLEPLAYING

## Introduction

A big ugly half-orc wields a huge carving knife behind the counter at the local butcher shop. /"Best cuts in town!/"

### Appearance

Large, 6'3", heavysset Half-Orc with scraggly black hair in a hair net and a blood covered butchers apron

## Expressions

How many chops do you want?

Oi, that's a fine cut of mutton right there

*Time to make the sausage*

## Mannerisms

brilliantly fast knife-work with surprising grace for his size

## Motivations

Making a living, Loves meat of all kinds.  
Providing the best product for his customers

## Passions

He sees butchering as an art not just a profession

ORFTHALL  
HOGDEN

Older Adult Half-Orc  
Neutral Good  
Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Butcher  
**Armor Class** - 14  
**Hit Points** -  
52 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
13	18	14	9	11
(+2)	(+4)	(+2)	(0)	(+1)

CHA  
8  
(-1)

**Saving Throws -**  
**Saving Throws -**  
**Skills -**

```
{ "Half-Orc" "Abilities" =>
[{"Darkvision" => "Can see in
dim light within 60 feet as if it
were bright light, and in
Darkness as if it were dim light.
Can't discern color in
Darkness, only Shades of
Gray.", "Menacing" => "gain
proficiency in the Intimidation
skill", "Relentless
Endurance" => "When reduced
to 0 Hit Points but not killed
outright, can drop to 1 hit point
instead. Can't use this feature
again until you finish a Long
Rest.", "Savage
Attack" => "When he scores a
critical hit with a melee
weapon Attack, he can roll one
of the weapon's damage dice
one additional time and add it
to the extra damage of the
critical hit."}] }
```

### Proficiencies -

## Languages -

Common	Orcish
{ "id" => "chamber_of_commerce", "name" => "Chamber of Commerce" }	

### Adjectives -

Skilled, Slow-Witted, Iovial,

### Special Abilities

—

### Special Equipment

—

## Combat Tactics

It's unlikely that he would ever fight, but he is pretty spectacular with a knife

Proficiencies -  
Proficiency Mod - +2

Languages -

Common Orcish  
{ "id"=>"chamber\_of\_commerce",  
"name"=>"Chamber of Commerce" }

Adjectives - Skilled, Slow-Witted, Jovial,

Special Abilities - -

Special Equipment -

Combat Tactics

It's unlikely that he would ever fight, but  
he is pretty spectacular with a knife

Actions -

Factions

Secrets

His meat isn't always what he says it is

Actions -

Factions