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warsoc thoron

**2500 x 3235**  
↔ ↕

Image Dummy

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## Warsoc Thoron

**young adult Half-Orc**

**Neutral Good**

**Level 3 Fighter Battle Master**

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**Pronouns -**

he/him

**Occupations -**

City Watch

**Armor Class -**

16

**Hit Points -**

43 (TODO Hitdice)

**Speed -**

30.

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**STR**

16 (+3)

**DEX**

15 (+3)

**CON**

16 (+3)

**INT**

12 (+1)

**WIS**

9 (0)

**CHA**

11 (+1)

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**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." } ] }

{ "Fighter Abilities" => [ { "Fighting Style" => "Protection" }, { "Second Wind" => "Bonus Action to regain 1d10 + 3" }, { "Action Surge" => "Once every short/long rest can take an extra action" } ] }

{ "Battle Master Abilities" => [ { "Combat Superiority" => [ { "Maneuvers" => "Menacing Attack, Pushing Attack, Grappling Attack" }, { "Superiority Dice" => 4 }, { "Maneuver DC" => 13 } ] }, { "Student of War" => "Woodworking Tools" } ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Orcish

**Adjectives -**

Loyal, Self-Conscious, Juvenile,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**City Watch**

Role:

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**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

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### Introduction

/"Excuse me ma'am, can you please move along"/ asks the young-looking Half-Orc guarding the perimeter of the crime scene

### Appearance

Tall and thin in a freshly pressed Watch uniform. Cropped tusks, bright brown eyes and close cropped brown hair

### Expressions

*Umm... sir... Umm... I don't think you're allowed to do that sir*

*Please stop resisting*

*Please move along ma'am*

Mannerisms

Fidgets nervously with his hands in his pockets

Motivations

Wants to serve his city and help people

Passions

Collects toys

Secrets

His father leads a brutal orc raiding party

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Proficiencies -

Languages -

Common Orcish

Adjectives -

Loyal, Self-Conscious, Juvenile,

Special Abilities

- 
- 
- 

Special Equipment

- 
- 

Combat Tactics

He is being trained in combat maneuvers and battle tactics and will fight by the book

Actions

-

## Factions

### City Watch

Role:

# Roleplaying

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# Background Story

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Warsoc's father leads a powerful and especially brutal war party of orcs. With little stomach for the violence of his clan, he abandoned a raiding party in his young teens and made his way to town. He found that his tribe had lied and he wasn't immediately hated and feared for his heritage, In return, he decided he would defend his new home. When he came of age, he joined The Watch. Since he was part of a war-band for most of his youth, he has developed an affinity for the children's toys he was denied as a child and has amassed quite a collection in his small barracks room