



500 x 3235
→ ↕
Image Dummy

Reed Xionsyus

REED XIONSYSUS

Middle Aged Adult Half-Orc
Lawful Neutral
Level 5 Fighter Champion

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

STR	DEX	CON	INT	WIS	CHA
17	14	17	9	10	13
(+4)	(+2)	(+4)	(0)	(+0)	(+2)

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"=>"Two Weapon Fighting", "Second Wind"=>"Bonus Action to regain 1d10 + 5", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"}], "Samurai Abilities"=>[{"Fighting Spirit"=>"your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times. You regain all expended uses of it when you finish a long rest."}]}

Proficiencies - Proficiency Mod - +3

Languages -
Common Orcish Dwarvish
{ "id"=>"xionsyus_clan", "name"=>"Xionsyus Clan" }

Adjectives - Dutiful, Devoted, Traditional,

Special Abilities -
Special Equipment -
Combat Tactics
Calm and poised he awaits his combatants moves

2500 x 3235

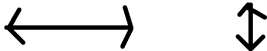


Image Dummy

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 gestures.

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

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

REED XIONSYSUS

Middle Aged Adult Half-Orc
Lawful Neutral
Level 5 Fighter Champion

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

STR	DEX	CON	INT	WIS
17	14	17	9	10
(+4)	(+2)	(+4)	(0)	(+0)

CHA
13
(+2)

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"=>"Two Weapon Fighting", "Second Wind"=>"Bonus Action to regain 1d10 + 5", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"}], "Samurai Abilities"=>[{"Fighting Spirit"=>"your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times. You regain all expended uses of it when you finish a long rest."}]}

Proficiencies -

Languages -
Common Orcish Dwarvish

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 gestures.

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

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

Secrets
N/A

combustants moves.

Actions -

Factions

combustants moves.

Actions -

Factions

combustants moves.

Actions -

Factions

combustants moves.

Actions -

Factions

Secrets

N/A

Secrets

N/A

```
Common Orcish Dwarvish
{"id"=>"xionsyus_clan",
 "name"=>"Xionsyus
Clan"}
Adjectives -
Dutiful, Devoted,
Traditional,
```

```
Common Orcish Dwarvish
{"id"=>"xionsyus_clan",
 "name"=>"Xionsyus
Clan"}
Adjectives -
Dutiful, Devoted,
Traditional,
```

```
Common Orcish Dwarvish
{"id"=>"xionsyus_clan",
 "name"=>"Xionsyus
Clan"}
Adjectives -
Dutiful, Devoted,
Traditional,
```

Special Abilities

Special Abilities

Special Equipment

Special Equipment

Combat Tactics

Calm and poised he awaits his combatants moves.

Combat Tactics

Calm and poised he awaits his combatants moves.

Actions -

Factions

Actions -

Factions

Factions