

## WARSOC THORON

young adult half-orc  
neutral good  
Level 3 fighter

**Pronouns:** he/him  
**Occupations:** City Watch  
**Armor Class** 16  
**Hit Points** 43 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	
16	( )	15	16	12	9

**CHA**  
11

**Saving Throws**  
TODO Saving Throws  
**Skills**  
He has special insight into the behaviors of orc war parties  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
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## ROLEPLAYING

### Introduction

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**Proficiencies** TODO

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**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Orcish ,  
**Adjectives** ,

### Special Abilities

- **Half-Orc Traits:** Darkvision  
Menacing Relentless  
Endurance Savage Attack |  
Fighting Style: Protection  
Second Wind Action Surge |  
Combat Superiority Student War

### Special Equipment

### Combat Tactics

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

### Actions

Light Crossbow | Long Sword

### Factions

## ROLEPLAYING

### Introduction

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

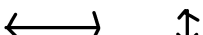
### Appearance

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

### Expressions

2500 x 3235  
Image Dummy

2500 x 3235



## Image Dummy

**Senses** TODO Senses  
**Languages** Common C  
**Adjectives** ,

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Cell3

"Umm... sir... Umm... I don't think you're allowed to do sir", "Please stop resisting", "Please move along ma'am"

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## 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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## His father leads a brutal or raiding party

## BACKGROUND STORY

Warsoc's father leads a powerful and especially brutal war party orcs. With little stomach for the violence of his clan, he abandons raiding party in his young teens made his way to town. He found that his tribe had lied and he was immediately hated and feared for his heritage. In return, he decided he would defend his new home. When he came of age, he joined Watch. He's a rookie and not very confident in his skills, smarter on anything else really, but his trainers and sergeant think he's slowly becoming a good watchman. He's loyal and earnest but not very assertive for an officer, but he's working on it. 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.

## PERSONALITY

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