

Age: middle aged adult

Race: half-orc

Pronouns: he/him

Occupation:

- Merchant

Class: fighter

Level: 5

Alignment: lawful neutral

Languages:

- Common
- Orcish
- Dwarvish

Factions:

- [Xionsyus Family](#)

Adjectives:

Armour Class: 18

Hit Points: 61

Speed: 30

STR 17	DEX 14	CON 17	INT 9	WIS 13	CHA 10
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Saving Throws TODO Saving Throws

## Role-Playing

### Improv

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

### Acting

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

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

Secrets:

Vulnerabilities:

Skills:

- Martial Weapons; Perception; Insight; Persuasion

Special Abilities: Fighting Spirit; Second Wind; Action Surge; Extra Attack

Attacks: Naginata (Glaive) | Long bow

Combat Tactics: Calm and poised he awaits his combatants moves.

Special Equipment:

- **Ancestor's Radiant Ko-Naginata** - You can use a bonus action to speak this magic weapon's command word
- causing a searing light to erupt from the blade. The light glows a deep warm yellow in the center of the blade sharpening to a brilliant white at the edge of the blade's cutting surface
- and sheds bright light in a 40-foot radius
- and dim light for an additional 40 feet. While the weapon is incandescent
- it deals an extra 2d6 radiant damage to any target it hits. The radiance lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

## Story

Orcish raids certainly aren't limited to Western Realms. As the orcs expand their grip on the land through broad diasporas above and below ground, the far-east has experienced similar challenges. Plunder, pillage, bloodshed, and,

unfortunately, rape, are all among the impacting factors.

Reed is a product of these raids. Raised in a semi-noble house of militant samurai, Reed's natural abilities became apparent to his family and their samurai masters. He was a natural fit for their training and military crusades.

Over time, Reed's clan spread far and wide in their explorations and claims to various regions. His soul has become that of a wanderer. Make no mistake, however, because Reed is not a Ronin. He stands devout in his devotion to his family and their military objectives, acting as a diplomat, messenger, and trader of their fine goods.

Often receiving mass imports from his home, he busies his days refining and sophisticating his market booth and managing his inventory to best provide an authentic experience of his culture.