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reed xionsyus

2500 x 3235
↔ ↕

Image Dummy

Reed Xionsyus

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

17 (+4)

DEX

14 (+2)

CON

17 (+4)

INT

9 (0)

WIS

10 (+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 -

Proficiency Mod -

+3

Languages -

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

Adjectives -

Dutiful, Devoted, Traditional,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
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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.

Secrets

N/A

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Adjectives -

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Special Abilities

-

Special Equipment

-

Combat Tactics

Calm and poised he awaits his combatants moves.

Actions

-

Factions

Roleplaying



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Background 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.