



BEACH

Late Middle Age Desert Orc
Lawful Neutral
Level 5 Assassin

Pronouns - he/him
Occupations - Butler
Armor Class - 14
Hit Points - 23 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
14	17	11	13	12	13
(+2)	(+4)	(+1)	(+2)	(+1)	(+2)

Saving Throws - Constitution Strength
Skills - Cooking,
Proficiencies - Persuasion, Acrobatics, Perception, Sleight of Hand, Simple Weapons, Martial Weapons, Disguise Kit, Poisoner's Kit, Thief's Tools,
Proficiency Mod - +3
Damage Immunities - none
Condition Immunities - none
Resistances - none
Senses - **Darkvision** - Beach can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. He cannot discern color in darkness, only shades of grey.
Languages - Huma, dwarvish, orkish
Adjectives - Servile,,

Special Abilities

Sneak Attack - Once per turn, Beach can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Assassinate - Beach gains advantage on attack rolls against any creature that has not taken a turn in combat yet. Additionally, any hit scored against a surprised creature is a critical hit.

Uncanny Dodge - When an attacker that Beach can see hits with an attack, he can use his reaction to halve the attack's damage against him.

Cunning Action - Beach can take a bonus action on each of his turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

Special Equipment

Burleigh and Stronginthearm Number IX - A +3 precise crossbow; only 2 were ever made. On a successful hit, each bolt causes 1d8 piercing damage.

Combat Tactics

If combat erupts, Beach appears to flee but instead is actually finding the best shadows from which to strike.

Actions

Assassin's Dagger (+1) - When Beach Hits a creature that is surprised with this

ROLEPLAYING

Introduction

A dignified gentleman orc with an upturned nose eyes the party from the gate of a well-to-do mansion.

Appearance

Black long-tailed tuxedo, white gloves and socks; brown skin, mottled with rust.

Expressions

Does sir/madam have an appointment with His Grace?

Scones with your libation, master/madam?

Gracious me!

Mannerisms

Strokes chin ponderously, eyes rolled back; wipes the ground with his handkerchief after people have stepped on it.

Motivations

Hierarchy, tradition, and literature are laced like marrow through his thoughts;

BEACH

Late Middle Age Desert Orc
Lawful Neutral
Level 5 Assassin

Pronouns - he/him
Occupations - Butler
Armor Class - 14
Hit Points - 23 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS
14	17	11	13	12
(+2)	(+4)	(+1)	(+2)	(+1)

CHA
13
(+2)

Saving Throws -
Saving Throws - Constitution Strength
Skills - Cooking,
Proficiencies - Persuasion, Acrobatics, Perception, Sleight of Hand, Simple Weapons, Martial Weapons, Disguise Kit, Poisoner's Kit, Thief's Tools,
Damage Immunities - none
Condition Immunities - none
Senses - **Darkvision** - Beach can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. He cannot discern color in darkness, only shades of grey.
Languages - Huma, dwarvish, orkish
Adjectives - Servile,,

Special Abilities

Sneak Attack - Once per turn, Beach can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Assassinate - Beach gains advantage on attack rolls against any creature that has not taken a turn in combat yet. Additionally, any hit scored against a surprised creature is a critical hit.

Uncanny Dodge - When an attacker that Beach can see hits with an attack, he can use his reaction to halve the attack's damage against him.

Cunning Action - Beach can take a bonus action on each of his turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

Special Equipment
Burleigh and Stronginthearm Number IX - A +3 precise crossbow; only 2 were ever made. On a

ROLEPLAYING

Introduction

A dignified gentleman orc with an upturned nose eyes the party from the gate of a well-to-do mansion.

Appearance

Black long-tailed tuxedo, white gloves and socks; brown skin, mottled with rust.

Expressions

Does sir/madam have an appointment with His Grace?

Scones with your libation, master/madam?

Gracious me!

Gracious me!

Mannerisms

Strokes chin ponderously, eyes rolled back; wipes the ground with his handkerchief after people have stepped on it.

Motivations

Hierarchy, tradition, and literature are laced like marrow through his thoughts; marksman's

Passions

Service, Peacekeeping, Libertarianism, Fine Foods, Fine 'White Glove'

Secrets

Not so innocent
Beach is sharing his

dagger, target must make a DC 18 CON throw or take 4d6 necrotic damage.

Hidden Blade - (1d4 piercing, finesse)

Factions

Local Constabulary

Role: *Butler to the Chief*

The White Gloves

Role: *Dabbler*

Black Arts Libertarian Alchemists

Role: *Developer of libations*

martial arts; marksmanship.

Passions

Service; Peacekeeping; Libertarianism; Fine Foods; Fine clothes; The 'White Gloves'; Alchemy;

Secrets

Not so much a secret, Beach isn't fond of sharing his origins.

successful hit, each bolt causes 1d8 piercing damage.

Combat Tactics

If combat erupts, Beach appears to flee but instead is actually finding the best shadows from which to strike.

Actions

Assassin's Dagger (+1) - When Beach Hits a creature that is surprised with this dagger, target must make a DC 18 CON throw or take 4d6 necrotic damage.

Hidden Blade - (1d4 piercing, finesse)

Factions

Local Constabulary

Role: *Butler to the Chief*

The White Gloves

Role: *Dabbler*

Black Arts Libertarian Alchemists

Role: *Developer of libations*