

[Previous](#)[Next](#)

Beach

**2500 x 3235**  
↔ ↕

Image Dummy

---

Beach

**Beach**

**older adult Orc**

**Lawful Neutral**

**Level 5 Rogue Assassin**

---

**Pronouns -**

he/him

**Occupations -**

Butler

Armor Class -

16

Hit Points -

23 (TODO Hitdice)

Speed -

30.

---

STR

14 (+2)

DEX

17 (+4)

CON

11 (+1)

INT

13 (+2)

WIS

12 (+1)

CHA

13 (+2)

---

Saving Throws -

Skills -

{ "Desert Orc Abilities" => [ { "Darkvision" => [ { "Description" => "can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray" } ], "Aggressive" => "As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition" => "Proficient in Insight and Survival", "Powerful Build" => "count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Heat Resistance" => "Gains Advantage on saving throws caused by extremely hot weather or dehydration" } ], "Rogue Abilities" => [ { "Expertise" => [ { "Description" => "Double proficiency bonus with Thieve's Tools and Sleight of Hand" } ], "Sneak Attack" => "Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action" => "Can take a bonus action on each turn to Hide, Disengage, or Dash", "Uncanny Dodge" => "When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage" } ], "Assassin Abilities" => [ { "Assassinate" => "You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit" } ] }

Proficiencies -

Proficiency Mod -

+3

**Languages -**

Common Dwarvish Orcish

**Adjectives -**

Cunning, Sneaky, Dutiful,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Butler to the police chief**

Role: *Butler*

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## 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?*

*Graciouse 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; 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

Beach

older adult Orc  
Lawful Neutral  
Level 5 Rogue Assassin

Pronouns -

he/him

Occupations -

Butler

Armor Class -

16

Hit Points -

23 (TODO Hitdice)

Speed -

30.

STR

14 (+2)

DEX

17 (+4)

CON

11 (+1)

INT

13 (+2)

WIS

12 (+1)

CHA

13 (+2)

Saving Throws -

Saving Throws -

Skills -

{ "Desert Orc Abilities"=>[ { "Darkvision"=>[ { "Description"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}], "Aggressive"=>"As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition"=>"Proficient in Insight and Survival", "Powerful Build"=>"count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Heat Resistance"=>"Gains Advantage on saving throws caused by extremely hot weather or dehydration"}], "Rogue Abilities"=>[ { "Expertise"=>[ { "Description"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}], "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can take a bonus action on each turn to Hide, Disengage, or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Assassin Abilities"=>[ { "Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}]} }

Proficiencies -

Languages -

Common Dwarvish Orcish

Adjectives -

Cunning, Sneaky, Dutiful,

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

**Butler to the police chief**

Role: *Butler*

# 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?*

*Graciouse 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; 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

# Background Story

---

Spartan in nature (but without the honorable intent) Orcish culture is well-known for its celebration of brute strength and denunciation of the more feminine side of an individual's nature. From birth, Beach, born 'Ukhtor', was smaller than his cohort and more inclined towards cleanliness and grace. As a baby he would cry and whine if exposed to violence or filth of any kind. Bullied and beaten often for what were perceived as less 'Orcish' features, even as an infant, Ukhtor's mother feared for her son growing up in such a horrible environment. What's more, she was embarrassed to have produced such a creature. During one of the war-party's treks between camps, she abandoned Ukhtor in a basket by a well-traveled road just outside of the party's planned travel path. Local constables were escorting magistrates between nearby towns and cam

across the basket. Peering inside, the head of the constabulary, Amin Carr, exclaimed, "cursed Orcs! They cannot even care for their own!" "Do away with the filthy runt!" One of the constables sneered. Amin peered into Ukhtor's deep blues eyes and saw a nimble, dedicated soul; much different from the ferocious hatred he'd seen in his battles against raid-parties. "No," Amin exclaimed, "this one is different. And we needn't fall victim to the same virulent hatred that afflicts the Orcs." Amin brought Ukhtor with him for the journey. Staring into his sea-blue eyes he pronounced that the youngster be named 'Beach'. Raised within the Constabulary's ranks, Beach learned skills more akin to his natural abilities and became an agile killer. He was also imbued with their sense of nobility and respect.