

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 -
Constitution Strength
Skills - Cooking,
Proficiencies - Persuasion,
Acrobatics, Perception,
Sleight of Hand, Simple
Weapons, Martial Weapons,
Disguise Kit, Poisoner's Kit,
Thieve'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, orcish
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



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

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Mannerisms

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

Motivations

Hierarchy, tradition,

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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 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*

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.

attack's damage against him.

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