

CELL
ONE

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

Saving Throws TODO Saving Throws
Skills Alchemy; Cooking; Poisoner's Kit; Disguise Kit;
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Humam dwarvish orcish ,
Adjectives Servile ,

Special Abilities

- Sneak Attack, Assassinate; | Uncanny Dodge; | Cunning Action

Special Equipment

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

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



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?"; "Graciously 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.

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CELL 2

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