

CELL
1

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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