

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.

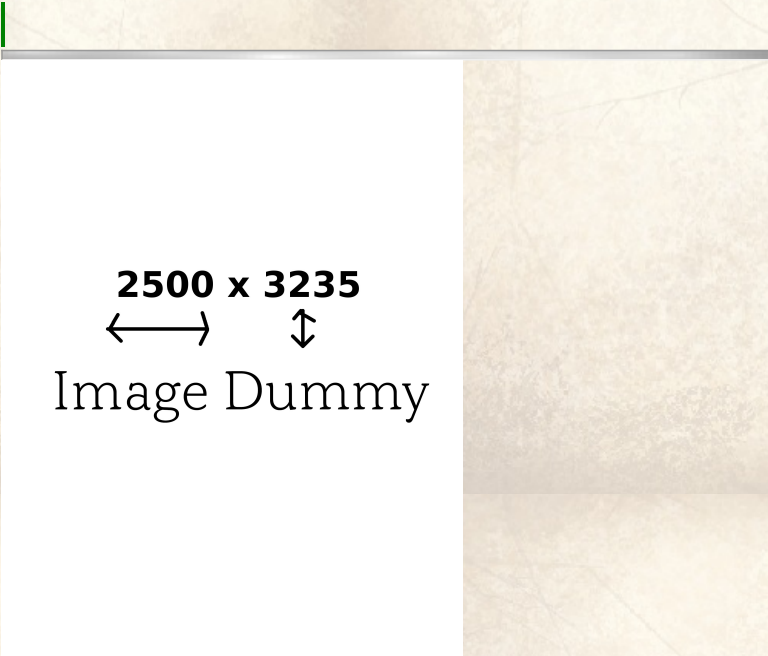
Combat Tactics

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



CELL 1

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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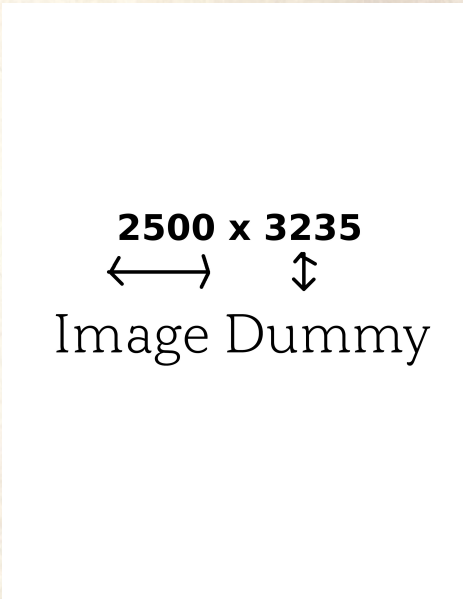
**CELL 2 Combat Tactics**

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bottom stats 2



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