



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	DEX	CON	INT	WIS	CHA
14	17	11	13	12	13
(+2)	(+4)	(+1)	(+2)	(+1)	(+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 creature", "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

If combat erupts, Beach appears to flee but instead to retreat the further the best



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

Gracious, Dignified, Gentlemanly

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	DEX	CON	INT	WIS
14	17	11	13	12
(+2)	(+4)	(+1)	(+2)	(+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 creature", "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 -

ROLEPLAYING

Introduction

A dignified gentleman orc with an upturned nose eyes 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 White Glove

Secrets

Not so dignified as Beach is sharing his

but instead is actually finding the best shadows from which to strike	Service; Peacekeeping; Libertarianism; Fine Foods; Fine clothes; The 'White Gloves'; Alchemy	Languages - Common Dwarvish Orcish Adjectives - Cunning, Sneaky, Dutiful,
Actions -	Secrets	Special Abilities -
Factions Butler to the police chief Role: <i>Butler</i>	Not so much a secret, Beach isn't fond of sharing his origins	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: <i>Butler</i>