

## 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,

## BACKG STORY

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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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