



CELL ONEBeach

late middle age desert orc  
lawful neutral  
Level 5 assassin

Pronouns: he/him  
Occupations: Butler  
Armor Class 14  
Hit Points 23 (TODO H  
Speed 30.

STR DEX CON INT V  
14 () 17 11 13 1

CHA  
13

Saving Throws  
TODO Saving Throws  
Skills  
Alchemy; Cooking; Poiso  
Disguise Kit;  
Proficiencies  
Damage Immunities  
TODO Damage Immunit  
Condition Immunities  
TODO Condition Immuni  
Senses TODO Senses  
Languages  
Humam dwarvish orcish  
Adjectives Servile ,

Special Abilities

- Sneak Attack, Assas  
Uncanny Dodge; | Cunn  
Action

Special Equipment

- Burleigh and Strong  
Number IX
- a +3 precise crossb  
were ever made.

Combat Tactics

If combat erupts, Beach a  
flee but instead is actual  
the best shadows from w  
strike.

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?"; "Graciose me!"

Mannerisms

Strokes chin ponderously, eyes rolled back;  
wipes the ground with his handkerchief afte  
people have stepped on it.

Motivations

Hierarchy, tradition and literature are laced  
like marrow through his thoughts; martial  
arts; marksmanship.

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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 CO  
throw or take 4d6 necrotic  
damage; | Hidden Blade (1d4  
piercing, finesse)

Factions

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**Factions**

**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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