

NAGATA

late tweens night orc
neutral
Level 5 thief

Pronouns: they/them

Occupations: Engineer, ex-naval officer

Armor Class 13

Hit Points 19 (TODO Hitdice)

Speed 30.

STR	DEX	CON	INT	WIS	CHA
14 ()	16	8	15	11	11

Saving Throws TODO Saving Throws

Skills Arcana; History; Insight;

Proficiencies TODO

Damage Immunities TODO Damage Immunities

Condition Immunities TODO Condition Immunities

Senses TODO Senses

Languages Human orcish ,

Adjectives Restless ,

Special Abilities

Special Equipment

- Rocinante
- an auto-nag devised by Nagata to remind them of calendar events. "Y'all have an appointment in 10 minutes!"; Staff of Charming - While holding this staff
- he can use an action to expend 1 of its 10 Charges to cast Charm Person
- Command
- or Comprehend Languages from it using his spell save DC. The staff can also be used as a magic Quarterstaff. If he is holding the staff and fail a saving throw against an Enchantment spell that Targets only him
- he can turn your failed save into a successful one. He can't use this property of the staff again until the next dawn. If he succeeds on a save against an Enchantment spell that Targets only him
- with or without the staff's intervention
- he can use his Reaction to expend 1 charge from the staff and turn the spell back on its caster as if he had cast the spell. The staff regains 1d8 + 2 expended Charges daily at dawn. If he expend the last charge
- roll a d20. On a 1
- the staff becomes a nonmagical Quarterstaff.

Combat Tactics

Nagata will Use his <i>Staff of Charming</i> at the start of combat to try to eliminate the most threatening opponent off the bat.

Actions

Staff of Charming (as Quarterstaff)

Factions

CELL ONE

2500 x 3235

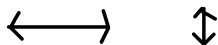


Image Dummy

ROLEPLAYING

Introduction

A slender spire of an orc spills gears and belts from a jute sack at your feet.
"Ah'm sorry, y'all, ah'm fallin' apart!"

Appearance

Black skin with tints of purple and ochre, smouldering eyes, thin lips, well-dressed with leather high-stacked boots.

Expressions

"Howdy"; "Y'all"; "Ah reckon"; "Ain't no thang"; "Pitchin' woo"; "By golly";
"Here's a florin for your troubles."

Mannerisms

Steady, ponderous. Never a quick or jerky movement. Watches everyone and everything with interest.

Motivations

He is motivated to cultivate his intelligence and talents with magic in spire of his heritage.

Passions

Brilliant with devices (clocks, thieves' tools, autocarpentry). Quiet, unassuming, straightforward and honest.

Secrets

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CELL 2

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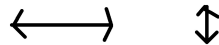


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