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Nagata

NAGATA

Adolesent Orc
Neutral
Level 5 Rogue Thief

Pronouns - he/him
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
(+2)	(+3)	(-1)	(+3)	(+1)	(+1)

Saving Throws - Skills -

{ "Orc Abilities" => [{ "Darkvision" => "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", "Relentless Endurance" => "Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack" => "When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total" }, { "Rogue Abilities" => [{ "Expertise" => "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 creater", "Cunning Action" => "Can tak 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" }, { "Thief Abilities" => [{ "Fast Hands" => "you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story Work" => "you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier." }] }

Proficiencies - Proficiency Mod - +3

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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

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ROLEPLAYING

Introduction

A slend orc spills g from a jut feet. /"Ah' ah'm fallin'

Appearance

Black : of purple smoulderin lips, well-leather boots.

Expressions

- Howdy
- Y'all
- Ah reckon
- Ain't no thang
- Pitchin' woo
- By golly
- Here's

<p>Languages - Common Orcish</p> <p>Adjectives - Restless, Sad, Lonely,</p>	<p>jerky movement. watches everyone and everything with interest.</p> <p>Motivations</p> <p>He is motivated to cultivate his intelligence and talents with magic in spite of his heritage.</p> <p>Passions</p> <p>Brilliant with devices (clocks, thieves' tools, autocarpentry). Quiet, unassuming, straightforward and honest.</p> <p>Secrets</p> <p>N/A</p>	<p>the use an Object action"; "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier."}}}</p> <p>Proficiencies -</p> <p>Languages - Common Orcish</p> <p>Adjectives - Restless, Sad, Lonely,</p>	<p>your trouble</p> <p>Mannerisms</p> <p>Steady. Never a movement everyone is with interest.</p> <p>Motivations</p> <p>He is cultivate his and talents in spite of his</p> <p>Passions</p> <p>Brilliant (clocks, t autocarpentry unassuming straightforward honest.</p> <p>Secrets</p> <p>N/A</p>
<p>Special Abilities -</p> <p>Special Equipment -</p> <p>Combat Tactics</p> <p>Nagata will Use his Staff of Charming at the start of combat to try to eliminate the most threatening opponent off the bat.</p> <p>Actions -</p> <p>Factions</p>		<p>Special Abilities</p> <p>-</p> <p>Special Equipment</p> <p>-</p> <p>Combat Tactics</p> <p>Nagata will Use his Staff of Charming at the start of combat to try to eliminate the most threatening opponent off the bat.</p> <p>Actions -</p> <p>Factions</p>	