

## CELL ONE

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**

14 ( ) 16 8 15 11

**CHA**

11

**Saving Throws**

TODO Saving Throws

**Skills** Arcana; History;

**Proficiencies**

**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses

**Languages** Human orc

**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!"; <b>Staff of Charming</b>

## ROLEPLAYING

## 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**  
14 16 8 15 11

**CHA**

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!"; <b>Staff of Charming</b> - 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.

<div>Charming</div> <div>- While holding this staff</div> <ul style="list-style-type: none"><li>he can use an action to expend 1 of its 10 charges to cast Charm Person</li><li>Command</li><li>or Comprehend Languages from it using his spell DC. The staff can also be used as a magic Quarterstaff. If he is holding the staff and saving throw against the Enchantment spell. Targets only him</li><li>he can turn your failure into a successful one can't use this properly the staff again until next dawn. If he succeeds on a save against a Enchantment spell. Targets only him</li><li>with or without the intervention</li><li>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. He regains 1d8 + 2 expended Charges daily at dawn. he expend the last charge</li><li>roll a d20. On a 1</li><li>the staff becomes a nonmagical Quarterstaff.</li></ul>	<div>Introduction</div> <div>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!"</div> <div>Appearance</div> <div>Black skin with tints of purple and ochre, smouldering eyes, thin lips, well-dressed with leather high-stacked boots.</div> <div>Expressions</div> <div>"Howdy"; "Y'all"; "Ah reckon"; "Ain't no thang"; "Pitchin' woo"; "By golly"; "Here's a florin for your troubles."</div> <div>Mannerisms</div> <div>Steady, ponderous. Never a quick or jerky movement. Watches everyone and everything with interest.</div> <div>Motivations</div> <div>He is motivated to cultivate his intelligence and talents with magic in spire of his heritage.</div> <div>Passions</div> <div>Brilliant with devices (clocks, thieves' tools, autocarpentry). Quiet, unassuming, straightforward and honest.</div> <div>Secrets</div>	<div>Combat Tactics</div> <div>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.</div> <div>Actions</div> <div>Staff of Charming (as Quarterstaff)</div> <div>Factions</div> <div><div>2500 x 3235</div><div>Image Dummy</div></div>
	<div>Cell3</div>	<div>ROLEPLAYING</div> <div>Introduction</div> <div>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!"</div> <div>Appearance</div> <div>Black skin with tints of purple and ochre, smouldering eyes, thin lips, well-dressed with leather high-stacked boots.</div> <div>Expressions</div> <div>"Howdy"; "Y'all"; "Ah reckon"; "Ain't no thang"; "Pitchin' woo"; "By golly"; "Here's a florin for your troubles."</div> <div>Mannerisms</div> <div>Steady, ponderous. Never a quick or jerky movement. Watches everyone and everything with interest.</div> <div>Motivations</div> <div>He is motivated to cultivate his intelligence and talents with magic in spire of his heritage.</div> <div>Passions</div> <div>Brilliant with devices (clocks</div>

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### Secrets