

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 WIS CHA CON 14 16 15 11 11 8 (-1) (+3)(+2)(+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", Intuition"=>"Proficient in Insig "Primal 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 "Thief damage"}1. 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."}]}

Proficiency Mod - +3

2500 x 323

Image Dun

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

Ah reckon

Ain't no thang

Pitchin' woo

By golly

Here's a florin for your troubles.

Mannerisms

Steady, ponderous. Never a quick or

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CHA 11

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ROLEP

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Pitchi

By go

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500 x 3235 ge Dummy

Languages - Common Orcish Adjectives - Restless, Sad, Lonely,

Special Abilities

Special Equipment

Combat Tactics

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

Actions

Factions

everything with interest.

Motivations

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

Passions

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

Secrets

N/A

jerky movement, watches everyone and

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