# **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** 

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
- hecan 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

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CELL 2

 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**

# 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.

staff regains 1d8 + 2 expended Charges daily at dawn. If he expend the last charge

- roll a d20. On a 1
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