



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 |
| (+2) | (+3) | (-1) | (+3) | (+1) |

CHA
11
(+1)

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 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

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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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BACKGROUND STORY

<p>Needless to say, Orcs aren't known for their navy. Yet that isn't to say that Orcs aren't sea-men. Born and raised by the Yellow Teeth tribe in the Northern Wastes of Kalauzumar [Any Remote Wasteland], Nagata was taught in swamp navigation and eventually in how to navigate the more shallow seas that surrounded the Wastelands. An ambitious young man, he dreamed of a life on the seas. But he knew this wouldn't be possible within the confines of his tribe. Although he tried his hands at engineering various war machines for his tribe and was actually quite talented at it, this couldn't possibly compare to his dreams of living a life on the high-seas. </p><p>Although he loved his people, he loved the sea more. After yet another unnecessarily violent raid by his tribe on a sea-side frontier town they made there way back towards the black swamps they deemed their home. Nagata was dismayed. He took a quick look around at the crew, made a broad and clearly unsuspicious gesture towards the starboard bow of the ship and whistled clearly (a known call for his shipmates) and then made a deliberate and unnoticeable dash to the port side of the ship diving off quietly into the water. </p><p>Nagata swam to shore unnoticed and sat on his knees. He ran his fingers through the sand, muttering, "dear sea, you have me".</p>

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