

## 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!"; <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.

### 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)

## 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!"; <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.

### 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

2500 x 3235

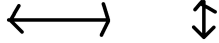


Image Dummy

2500 x 3235

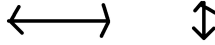


Image Dummy

## 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

## 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

Bottom