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nagata

**2500 x 3235**  
↔ ↕

Image Dummy

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Nagata

**Nagata**

**adolesent Orc**

**Neutral**

**Level 5 Rogue Thief**

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**Pronouns -**

he/him

**Occupations -**

Engineer, ex-naval officer

**Armor Class -**

13

**Hit Points -**

19 (TODO Hitdice)

**Speed -**

30.

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**STR**

14 (+2)

**DEX**

16 (+3)

**CON**

8 (-1)

**INT**

15 (+3)

**WIS**

11 (+1)

**CHA**

11 (+1)

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**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", "Primal Intuition"=>"Proficient 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 additonal 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 damage"}], "Thief 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."}]}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Orcish

**Adjectives -**

Restless, Sad, Lonely,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points from the left to the right, positioned below the number 2500. The second arrow is vertical and points from the bottom to the top, positioned below the number 3235.

# Image Dummy

## Roleplaying

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### 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 spite of his heritage.

## Passions

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

## Secrets

N/A

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**Proficiencies -**

**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

# Roleplaying

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## Secrets

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# Background Story

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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. 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. Nagata swam to shore unnoticed and sat on his knees. He ran his fingers through the sand, muttering, "dear sea, you have me".