



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

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

Factions

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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Proficiencies TODO

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TODO Damage Immunities
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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

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Actions

Staff of Charming (as Quarterstaff)

Factions

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BACKGROUND STORY

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