

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 TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Human orcish ,
Adjectives Restless ,

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Special Abilities

Special Equipment

- Rocinante
- an auto-nag devised by Nagata remind them of calendar event "Y'all have an appointment in 1 minutes!"; Staff of Charming - While holding staff
- he can use an action to expend its 10 Charges to cast Charm Person
- Command
- or Comprehend Languages from 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 targets only him
- he can turn your failed save into a successful one. He can't use the property of the staff again until 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 charge
- roll a d20. On a 1
- the staff becomes a nonmagical Quarterstaff

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Image Dummy

TODO Condition Immuni
Senses TODO Senses
Languages Human orc
Adjectives Restless ,

Special Abilities

Special Equipment

- **Rocinante**
- an auto-nag devised by Nagata to remind the calendar events. "You have an appointment in 10 minutes!"; Staff Charming - While holding this staff
 - he can use an action to expend 1 of its 10 Charges to cast Charm Person on a creature within 30 feet.
- **Command**
- or **Comprehend Languages** from it using his spell slot. DC. The staff can also be used as a magic Quarterstaff. If he is holding the staff, he can fail a saving throw against an Enchantment spell that Targets only him.
- he can turn your failure into a successful one, but can't use this property of the staff again until the next dawn. If he succeeds in saving against an Enchantment spell that Targets only him, he can't use this property of the staff again until the next dawn.
- with or without the staff's intervention
- he can use his Reaction to expend 1 charge from the staff and turn the save on its caster as if he failed the spell. The staff costs 1d8 + 2 expended charges daily at dawn. If he has the last charge
 - roll a d20. On a 1 or 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 spite of his heritage.

Passions

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

Secrets

Appendix

Quarter 3 Jan.

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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 Kalauzumbar [A 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 their 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 clear 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>

PERSONALITY
