

# 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 ,

## 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 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 expended Charges daily at dawn. If he expend the last

late tweens night or  
neutral  
Level 5 thief

**Pronouns:** they/them  
**Occupations:**  
Engineer, ex-naval officer  
**Armor Class** 13  
**Hit Points** 19 (TODO Hit Dice)  
**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;  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human or  
**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!"; <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 on a creature within 30 feet.
  - Command
  - or Comprehend Languages from it using his spell DC. The staff can also be used as a magic Quarterstaff. If he is holding the staff, he can't fail a saving throw against an Enchantment spell that Targets only him.
  - he can turn your fall into a successful or can't use this property of the staff again until the dawn. If he succeeds in saving against an Enchantment spell that Targets only him, with or without the intervention of a spell.
  - he can use his Reaction to expend 1 charge from the staff and turn the staff on its caster as if he had cast the spell. The staff has 1d8 + 2 expended charges daily at dawn. If he expends the last charge

- dawn. If he expends 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 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 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

2500 x 3235

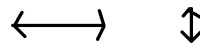


Image Dummy

2500 x 3235

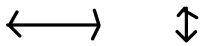


Image Dummy



- the last charge
- roll a d20. On a 1
- the staff becomes a nonmagical Quarterstaff.

### 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

Staff of Charming (as Quarterstaff)

### Factions

## BACKGROUND STORY

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 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 brief 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".

## PERSONALITY

Needless to say, Orcs aren't known for their navy. Yet that is 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 their way back towards the black swamps they deemed their home. Nagata was dismayed.

then Homer Nagata was already  
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  
the port side of the ship diving  
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 r  
</p>