

## 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**

**CHA**

**11**

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

### Combat Tactics

Nagata will Use his <i>Staff of

## 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

## CHA

11

### Saving Throws

TODO Saving Throws

**Skills** Arcana; History;

**Proficiencies**

**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses

**Languages** Human orc

**Adjectives** Restless ,

## Special Abilities

### Special Equipment

- Rocinante
- an auto-nag devise  
Nagata to remind t  
calendar events. "Y  
an appointment in  
minutes!"; <b>Sta  
Charming</b> - W  
holding this staff
- he can use an action  
expend 1 of its 10  
cast Charm Person
- Command
- or Comprehend Lan  
from it using his sp  
DC. The staff can a  
used as a magic Qu  
If he is holding the  
fail a saving throw  
Enchantment spell  
Targets only him
- he can turn your fail  
into a successful or  
can't use this prop

## 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

Nagata will use his 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 intelligence and talents with magic in spire of his heritage.

### Passions

Brilliant with devices (clockwork thieves' tools, autocarpenter). Quiet, unassuming, straightforward and honest.

### Secrets

2500 x 3235

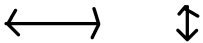


Image Dummy

- staff again until the dawn. If he succeeds save against an Enchantment spell that Targets or
- with or without the intervention
  - he can use his Readiness expend 1 charge from staff and turn the spell on its caster as if he cast the spell. The staff costs 1d8 + 2 expended daily at dawn. If he uses 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

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

## BACKGROUND STORY

<p>Needless to say, Orcs are known for their navy. Yet that isn't to say that Orcs aren't seamen. Born and raised by the Yellow Teeth tribe in the North Wastes of Kalauzumar [Any Remote Wasteland], Nagata was taught in swamp navigation and eventually in how to navigate more shallow seas that surrounded the Wastelands. As an ambitious young man, he dreamed of a life on the seas. 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 could possibly compare to his dream of living a life on the high-seas. <p>Although he loved his people, he loved the sea more. After years, another unnecessarily violent invasion 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 bold and clearly unsuspicious gesture towards the starboard bow of the ship and whistled clearly (a known call for his shipmates) then made a deliberate and unnoticeable dash to the port 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

<p>Needless to say, Orcs are known for their navy. Yet that isn't to say that Orcs aren't seamen. Born and raised by the Yellow Teeth tribe in the North Wastes of Kalauzumar [Any Remote Wasteland], Nagata was taught in swamp navigation and eventually in how to navigate more shallow seas that surrounded the Wastelands. An ambitious young man, he dreamed of a life on the seas. 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 could possibly compare to his dream of living a life on the high-seas.

<p>Although he loved his people, he loved the sea more. After yet another unnecessarily violent incident 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 bold and clearly unsuspicious gesture towards the starboard bow of the ship and whistled clearly (a known call for his shipmates) then made a deliberate and unnoticeable dash to the port 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>