

[Previous](#)[Next](#)

scheuchzeri

**2500 x 3235**  
↔ ↕

Image Dummy

---

Scheuchzeri

## Scheuchzeri

**adolescent Firenewt**

**Lawful Good**

**Level 0 Civilian N/A**

---

### Pronouns -

it/him

### Occupations -

Wharfside spectacle / exhibit

**Armor Class -**

12

**Hit Points -**

3 (TODO Hitdice)

**Speed -**

20 (swim 40).

---

**STR**

13 (+2)

**DEX**

14 (+2)

**CON**

11 (+1)

**INT**

7 (-1)

**WIS**

6 (-2)

**CHA**

15 (+3)

---

**Saving Throws -**

**Skills -**

{ "Firenewt Abilities"=>[ { "Amphibious"=>"You can breathe in smoke, air, and water, as well as ingest lava and other flammable liquids.", "Spit Fire"=>"As an action, you can spit a molt of fire at a creature within 10 feet of you. The creature must make a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 fire damage on a failed save, and half as much damage on a successful one. The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level. You cannot spit fire again until you finish a short or long rest or take time to ingest at least a flask of some flammable liquid like lantern oil.", "Fireborne"=>"You are resistant to fire damage.", "Heat Seeker"=>"If you spend a week without a source of moist heat, you have disadvantage on all ability checks and attack rolls until you spend a short or long rest with a source of moist heat.", "Explosive Desires"=>"You are proficient with either alchemist's tools or smith's tools.", "Critical Flame"=>"When you score a critical hit with a melee weapon attack, your weapon ignites in flame and you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. This extra damage is fire damage regardless of the weapon damage type" } ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Newt

**Adjectives -**

Observant, Slippery, Unoriginal,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

---

**2500 x 3235**

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

# Image Dummy

## Roleplaying

---

### Introduction

From the wharfside water comes a hoarse croaking voice - /"WILL PELHAM BEAUTY OR GOBERNADOR WIN THIS YEAR'S DERBY?/"

### Appearance

Brown sleek furred skin, snout, black eyes, gilled cheeks. Webbed fingers, flippered feet, spinal ridge to his tail.

### Expressions

*WILL THERE BE A WAR?*

*DEATH RAYS TURN WHOLE CONTINENTS INTO DUST*

*DO YOU WANT PERFUMED BREATH? USE FRESH TOOTHPASTE.*

Mannerisms

Wags tail underwater when excited; barks when happy or scared; performs /"the newt/", his underwater dance, on request.

Motivations

Gossips incessantly, and strangers gossip to him; reads every pamphlet ever printed; parrots the town crier verbatim.

Passions

Gossip

Secrets

N/A

Scheuchzeri

adolescent Firenewt  
Lawful Good  
Level 0 Civilian N/A

Pronouns -

it/him

Occupations -

Wharfside spectacle / exhibit

Armor Class -

12

Hit Points -

3 (TODO Hitdice)

Speed -

20 (swim 40).

STR

13 (+2)

DEX

14 (+2)

CON

11 (+1)

INT

7 (-1)

WIS

6 (-2)

CHA

15 (+3)



Saving Throws -

Saving Throws -

Skills -

{ "Firenewt Abilities"=>[ { "Amphibious"=>"You can breathe in smoke, air, and water, as well as ingest lava and other flammable liquids.", "Spit Fire"=>"As an action, you can spit a molt of fire at a creature within 10 feet of you. The creature must make a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 fire damage on a failed save, and half as much damage on a successful one. The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level. You cannot spit fire again until you finish a short or long rest or take time to ingest at least a flask of some flammable liquid like lantern oil.", "Fireborne"=>"You are resistant to fire damage.", "Heat Seeker"=>"If you spend a week without a source of moist heat, you have disadvantage on all ability checks and attack rolls until you spend a short or long rest with a source of moist heat.", "Explosive Desires"=>"You are proficient with either alchemist’s tools or smith’s tools.", "Critical Flame"=>"When you score a critical hit with a melee weapon attack, your weapon ignites in flame and you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit. This extra damage is fire damage regardless of the weapon damage type" } ] }

Proficiencies -

Languages -

Common Newt

Adjectives -

Observant, Slippery, Unoriginal,



Special Abilities

-

Special Equipment

-

Combat Tactics

Scheuchzeri will avoid combat at all costs

Actions

-

Factions

Role:

# Roleplaying

---

## Introduction

From the wharfside water comes a hoarse croaking voice - /"WILL PELHAM BEAUTY OR GOBERNADOR WIN THIS YEAR'S DERBY?/"

## Appearance

Brown sleek furred skin, snout, black eyes, gilled cheeks. Webbed fingers, flippered feet, spinal ridge to his tail.

## Expressions

*WILL THERE BE A WAR?*

*DEATH RAYS TURN WHOLE CONTINENTS INTO DUST*

*DO YOU WANT PERFUMED BREATH? USE FRESH TOOTHPASTE.*

## Mannerisms

Wags tail underwater when excited; barks when happy or scared; performs /"the newt/", his underwater dance, on request.

## Motivations

Gossips incessantly, and strangers gossip to him; reads every pamphlet ever printed; parrots the town crier verbatim.

## Passions

Gossip

## Secrets

N/A

# Background Story

---

Nobody can be sure how Scheuschzeri ended up in the ponds. But everyone knows that he hears the best of the news because he's always treading water in a well-placed pond. Scheuschzeri will spend most of his time in deeper waters by the wharf in the sea-side frontier village of Griptight Keep [Any Seaside Trading Village] overlorded by the pirate baron Koon The Bold. He spends daytime hours skipping out of the wharf into the various marshy puddles that characterize the paths of the village overhearing conversations. He's become so attuned to these interactions and the value of their content to others that he often positions himself in the best spots to overhear the best possible informations. How did poor Scheuschzeri

become this this way? Nobody is completely certain. Some claim that he was once a pirate who had fallen in love with a Siren while at sea and upon his attempt to capture her heart she laughed in his face and banished him to the ponds and wharf-side. Others tell a story of how it was his own choice; that he is actually a powerful sorcerer who grew tired of his capabilities and cast this polymorph on himself in reverence of the greater society.