

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

Figus Figora

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Figus Figora

**young adult Triton**

**Lawful Good**

**Level 5 Wizard School of Evocation**

---

**Pronouns -**

he/him

**Occupations -**

Researcher

**Armor Class -**

10

**Hit Points -**

37 (TODO Hitdice)

**Speed -**

30 walking / 30 Swimming.

---

**STR**

8 (-1)

**DEX**

10 (+0)

**CON**

16 (+3)

**INT**

18 (+4)

**WIS**

16 (+3)

**CHA**

10 (+0)

---

**Saving Throws -**

**Skills -**

{ "Triton Abilities"=>[{"Amphibious"=>"You can breathe air and water", "Control Air and Water"=>"A child of the sea, you can call on the magic of elemental air and water. You can cast Fog Cloud with this trait. Starting at 3rd level, you can cast Gust of Wind with it", "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray", "Emissary of the Sea"=>"Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.", "Guardians of the Depths"=>"Adapted to even the most extreme ocean depths, you have resistance to cold damage"}], "Wizard Abilities"=>[{"Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[{"Description"=>"DC 15", "Cantrips"=>"Fire Bolt, Mage Hand, Shocking Grasp, Dancing Lights", "1st Level"=>"Burning Hands, Magic Missile, Mage Armor, Sleep", "2nd Level"=>"Continual Flame, Scorching Ray, Hold Person", "3rd Level"=>"Counterspell, Fireball"}]}], "School of Evocation Abilities"=>[{"Evocation Savant"=>"the gold and time you must spend to copy an Evocation spell into Your Spellbook is halved", "Sculpt Spells"=>"you can create pockets of relative safety within the Effects of your Evocation Spells. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their Saving Throws against the spell, and they take no damage if they would normally take half damage on a successful save"}]}

**Proficiencies -**

**Proficiency Mod -**

+3

Languages -

Adjectives -

Foolhardy, Pompous, Kinetic,

Special Abilities

Special Equipment


Combat Tactics

Actions

Factions

Role:

**2500 x 3235**

A diagram showing two horizontal arrows pointing left and right, and two vertical arrows pointing up and down, indicating the width and height dimensions of the image.

# Image Dummy

## Roleplaying

---

### Introduction

Wants some assistance in researching obscure lore. He approaches the party to ask them to visit a distant location or library.

### Appearance

He is a bald triton with teal skin and he has a crab familiar

### Expressions

*Everyone should learn to read. It is what allows us to grow as civilizations.*

*It is always the civilized who rise above. It's no secret.*

### Mannerisms

Figus often waves his fingers and hands uncontrollably, like a twitch of some sort. He often fidgets with a quill in his hand.

**Motivations**

He likes to research obscure knowledge and magics to help civilization grow

**Passions**

He loves books, but also loves fire and is a pyromaniac Triton. He constantly tries to reconcile these

**Secrets**

Obscure knowledge and magicks

---

**Figus Figora**

**young adult Triton**  
**Lawful Good**  
**Level 5 Wizard School of Evocation**

---

**Pronouns -**

he/him

**Occupations -**

Researcher

**Armor Class -**

10

**Hit Points -**

37 (TODO Hitdice)

**Speed -**

30 walking / 30 Swimming.

---

**STR**

8 (-1)

**DEX**

10 (+0)

**CON**

16 (+3)

INT

18 (+4)

WIS

16 (+3)

CHA

10 (+0)

Saving Throws -

Saving Throws -

Skills -

{ "Triton Abilities"=>[{"Amphibious"=>"You can breathe air and water", "Control Air and Water"=>"A child of the sea, you can call on the magic of elemental air and water. You can cast Fog Cloud with this trait. Starting at 3rd level, you can cast Gust of Wind with it", "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray", "Emissary of the Sea"=>"Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.", "Guardians of the Depths"=>"Adapted to even the most extreme ocean depths, you have resistance to cold damage"}], "Wizard Abilities"=> [{"Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[{"Description"=>"DC 15", "Cantrips"=>"Fire Bolt, Mage Hand, Shocking Grasp, Dancing Lights", "1st Level"=>"Burning Hands, Magic Missile, Mage Armor, Sleep", "2nd Level"=>"Continual Flame, Scorching Ray, Hold Person", "3rd Level"=>"Counterspell, Fireball"}]}], "School of Evocation Abilities"=>[{"Evocation Savant"=>"the gold and time you must spend to copy an Evocation spell into Your Spellbook is halved", "Sculpt Spells"=>"you can create pockets of relative safety within the Effects of your Evocation Spells. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their Saving Throws against the spell, and they take no damage if they would normally take half damage on a successful save"}]}

Proficiencies -

Languages -

Adjectives -

Foolhardy, Pompous, Kinetic,

Special Abilities

-

Special Equipment

-

Combat Tactics

Fire!!!

Actions

-

Factions

Role:

# Roleplaying

---

## Introduction

Wants some assistance in researching obscure lore. He approaches the party to ask them to visit a distant location or library.

## Appearance

He is a bald triton with teal skin and he has a crab familiar

## Expressions

*Everyone should learn to read. It is what allows us to grow as civilizations.*

*It is always the civilized who rise above. It's no secret.*

## Mannerisms

Figus often waves his fingers and hands uncontrollably, like a twitch of some sort. He often fidgets with a quill in his hand.

## Motivations

He likes to research obscure knowledge and magics to help civilization grow

## Passions

He loves books, but also loves fire and is a pyromaniac Triton. He constantly tries to reconcile these

## Secrets

Obscure knowledge and magicks

# Background Story

---

He grew up in a Triton city and lived there until his early teens, when he accompanied a team to dry land for the first time. There he saw a firestorm and while the other Tritons avoided it, he felt irresistibly drawn to it and has loved fire since. However, he once accidentally burned a valuable book while playing with the fire and is constantly looking for ways to feed his pyromaniac self while not burning any books and avoiding the natural uncomfortable feeling that most Tritons have around fire.