



Scheuchzeri

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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	DEX	CON	INT	WIS	CHA
13	14	11	7	6	15
(+2)	(+2)	(+1)	(-1)	(-2)	(+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

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

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ROLE

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Appeal

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		Special Equipment -
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		Actions -
		Factions
		Role: