

### Figus Figora

## 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	DEX	CON	INT	WIS	CHA
8 (-1)	10	16	18	16	10
	(+0)	(+3)	(+4)	(+3)	(+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**

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**CHA**  
**10**  
**(+0)**

**Saving Throws -**  
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**Skills -**

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## ROLEP

## Introduct

Wants assistance  
obscure approaches  
ask them to  
location or

## Appearance

He is  
with teal sl  
a crab fami

## Expression

Everyone  
learn to  
what all  
grow as ci

It is a  
civilized  
above. It's

## Manneris

Figus o  
fingers  
uncontrolla  
twitch of s  
often fidge  
in his hand.

## Motivatic

He likes  
obscure ki  
magics to h  
grow

## Passions

He loves  
also loves  
pyromaniac  
constantly  
reconcile th

## Secrets

Obscure  
and magick

## 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

**2500 x 323**  
  
 Image Dimensions

100 x 3235  
→ ⇕  
ge Dummy

**Languages -**  
**Adjectives -** Foolhardy, Pompous, Kinetic,

### Special Abilities

### Special Equipment

**Combat Tactics**      Fire!!!

## Actions

## Factions

Role:

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

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

1

### Special Equipment

10

## Combat Tactics

Fire!!!

### Actions -

## Factions

Role: