

# SCHEUCHZERI

early tweens underwater newt  
lawful good  
Level 0 civilian

### Pronouns:

**he/him (though many refer to h  
as "it")**

**Occupations:**

### Wharfside spectacle / exhibit

## Armor Class 12

**Hit Points 3 (TODO Hitdice)**

**Speed 20 (swim 40).**

## STR DEX CON INT WIS

13	14	11	7	6
(+2)	(+2)	(+1)	(-1)	(-2)

## CHA

**15**  
**(+3)**

## Saving Throws

## TODO Saving Throws

**Skills** Nature; Survival

## Proficiencies TODO

## Damage Immunities

## TODO Damage Immunities

### Condition Immunities

## TODO Condition Immunities

**Senses TODO Senses**

**Languages Human Newt ,**

**Adjectives Slick ,**

### Special Abilities

- **Underwater Breathing**

## Special Equipment

## Combat Tactics

## Scheuchzeri will avoid combat at all costs

## Actions

None

## Factions

## ROLEPLAYING

## Introduction

**From the wharfside water  
comes a hoarse croaking vo**

**- "WILL PELHAM BEAUTY OR GOVERNADOR WIN THIS YEAR'S DERBY?"**

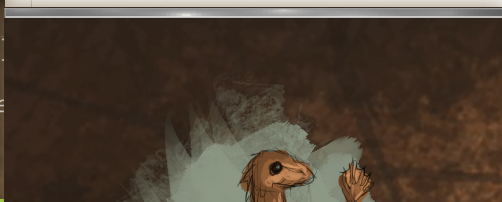
### Appearance

**Brown sleek furred skin, snout, black eyes, gilled cheeks.**

Webbed fingers, flippered feet, a prominent spinal ridge to his tail.

# SCHEUCHZE

early tweens underwater  
lawful good  
Level 0 civilian





**Pronouns:**  
he/him (though many refer to him as "it")  
**Occupations:**  
Wharfside spectacle / entertainer  
**Armor Class** 12  
**Hit Points** 3 (TODO Hit Points)  
**Speed** 20 (swim 40).

## STR DEX CON INT WIS

13 14 11 7 6  
(+2) (+2) (+1) (-1) (-2)

## CHA

15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills** Nature; Survival  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human, Neanderthal  
**Adjectives** Slick, charming

## Special Abilities

- Underwater Breathing

## Special Equipment

## Combat Tactics

Scheuchzeri will avoid combat if possible, but will fight if provoked or if it costs nothing.

## Actions

None

## Factions



# ROLEPLAYING

## Introduction

From the wharfside water comes a hoarse croaking voice - "WILL PELHAM BEAUTY OR GOVERNADOR 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" TOOTH PASTE.

## 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

## Expressions

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

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## Passions

Gossip

## Secrets

# BACKGROUND STORY

Nobody can be sure how Scheuchzeri 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. Scheuchzeri 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 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 information. How did poor Scheuchzeri become 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 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.



# PERSONALITY

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