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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

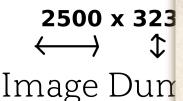
DEX CON WIS CHA STR 10 (+0) 16 8 (-1) (+3) (+4)(+3)(+0)

#### 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 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 Dancing Grasp, Lights", Level"=>"Burning Hands, Magic Missle, 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



### 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

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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 8 10 16 18 16 (-1) (+0) (+3) (+4) (+3)

10 (+0)

#### Saving Throws -Saving Throws -Skills -

Abilities"=> {"Triton [{"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 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 "Wizard damage"}], Abilities"=>[{"Arcane Recovery"=>"After a short

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# ROLEPI

#### Introduct

Wants assistance obscure approaches ask them to location or

# Appearai

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## Expression

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It is civilized above. It's

## **Manneris**

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### Motivatio

He like obscure ki magics to h arow

# **Passions**

He love also loves pyromaniac constantly reconcile th

#### Secrets

Obscure and magick

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

#### Secret

Obscure knowledge and magicks

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: