

# SCHEUCHZERI

Early Tweens Underwater Lawful Good Level 0 Civilian

#### Pronouns:

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

#### Occupations:

Wharfside spectacle / exhibit Armor Class 12 Hit Points 3 (TODO Hitdice)

Speed 20 (swim 40).

STR DEX CON INT WIS 14 11 (+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, Newt, Adjectives Slick,

**Special Abilities** 

## **Special Equipment**

### **Combat Tactics**

Scheuchzeri will avoid combat at all costs

Actions

**Factions** 



# ROLEPLAYING

#### Introduction

From the wharfside water comes a hoarse croaking voice - "WILL PELH BEAUTY OR GOBERNADOR WIN THI 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 RAY TURN WHOLE CONTINENTS INTO DU DO YOU WANT PERFUMED BREATH? "FRESH" TOOTHPASTE.

#### **Mannerisms**

Wags tail underwater when excited; barks when happy or scared; perform "the newt", his underwater dance, o request.

# **Motivations**

Gossips incessantly, and strangers to him; reads every pamphlet ever printed; parrots the town crier verba

Gossip

# Secrets

# SCHEUCHZERI

Early Tweens Underwater Newt Lawful Good Level 0 Civilian

#### Pronouns:

he/him (though many refer to him as "it"

## Occupations:

Wharfside spectacle / exhibit

# **Armor Class** 12

Hit Points
3 (TODO Hitdice)

Speed 20 (swim 40).

STR DEX CON INT WIS

14 11 (+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 -

### **Combat Tactics**

Scheuchzeri will avoid combat at all costs

### Actions

None

### **Factions**

# ROLEPLAYING

#### Introduction

From the wharfside water comes a hoarse croaking voice - "WILL PELHAM BEAUTY OR GOBERNADOR WIN THIS YEAR'S DERBY?"

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**

Cell3

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

# **BACKGROUND** STORY

Nobody can be sure how Scheuschzeri ended up in the ponds. But everyone kows that he hears the best of the news because he's always treading water in a well-placed pond. Scheuschzeri will spend most of his time in deeper 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 exipping out of the wharf skipping out of the 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 informations. How did poor Scheuschzeri become this 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 of 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.