

Nicodeamus Dumas

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*Young Adult Human
Chaotic Evil
Level 18/14 Fighter/Warlock Gunslinger/Hexblade*

Pronouns - he/him
Occupations - GamblerCult Leader
Armor Class - 20
Hit Points - 21 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS	CHA
15	24	19	17	19	22
(+3)	(+7)	(+5)	(+4)	(+5)	(+6)

Saving Throws -
Skills -

{ "Fighter Abilities"=>[{ "Fighting Style"=>[{ "Second Wind"=>"Bonus Action to regain 1d10", "Action Surge"=>"Once every short or long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn", "Indominable Will"=>"you can reroll a saving throw that you fail. If you do so, you must use the new roll" }] }], "Gunslinger Traits"=>[{ "Firearm Proficiency"=>"you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms.", "Gunsmith"=>"you gain proficiency with Tinker's Tools. You may use them to craft ammunition at half the cost, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.", "Adept Marksman"=>"you learn to perform powerful trick shots to disable or damage your opponents using your firearms. Grit 4, Saving Throw DC 20", "Quickdraw"=>"you add your proficiency bonus to your initiative. You can also stow a firearm, then draw another firearm as a single object interaction on your turn", "Rapid Repair"=>"you learn how to quickly attempt to fix a jammed gun. You can spend a grit point to attempt to repair a misfired (but not broken) firearm as a bonus action", "Lightning Reload"=>"you can reload any firearm as a bonus action", "Vicious Intent"=>"your firearm attacks score a critical hit on a roll of 19-20, and you regain a grit point on a roll of 19 or 20 on a d20 attack roll" }] }

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ROLEPLAYING

Introduction

A slender man whistling a jaunty tune pulls up a chair at your table. /"Would anyone care for a game of cards?/"

Appearance

Tall and thin with a shock of red hair peeking out from under his wide-brimmed hat. Fine clothes, impeccably clean.

Expressions

Feelin' lucky?

You think this is something, you should see our family dinners

Are you a draw or a stud?

Mannerisms

Whistles happy tunes incessantly. Regularly shuffles the deck of cards he always carries with him. Performs card tricks.

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of strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.", "Accursed Specter"=>"you can curse the soul of a person you slay, temporarily binding it in your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0). The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife", "Armor of Hexes"=>"your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll", "Master of Hexes"=>"you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature", "Hexblade Spells"=>[{"1st Level"=>"Shield, Wrathful Smite", "2nd Level"=>"Blur, Branding Smite", "3rd Level"=>"Blink, Elemental Weapon", "4th Level"=>"Phantasmal Killer, Staggering Smite", "5th Level"=>"Banishing Smite, Cone of Cold"}]]}

Proficiencies -

Proficiency Mod - +2

Languages -

Common Undercommon Thieve's Cant
Infernal Abyssal

Adjectives - Charismatic, Creepy, Intense,

Special Abilities -

Special Equipment -

Combat Tactics

He'll do his best to get the jump on his opponents with his quickdraw Firebrand pistols or his Eldritch cards. Failing that, he'll resort to more traditional spellcasting using his card deck as an arcane focus so he does not need other spell components and use his Legendary Actions to bring in backup

Actions -

Factions

Dumas Family

Role: Head of the Table

Motivations

Growing his 'family', furthering the goals of his patron

Passions

Gambling, card tricks, his studies

Secrets

The Dumas Family, while having some actual familial ties, is definitely more of a cult than a family. He is also married to his half-sister

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