

Delores Dumas

DELORES DUMAS

Middle Aged Adult Human
Neutral
Level 20 Cleric Madness Domain

Pronouns - she/her
Occupations - PrisonerOfferingProphet
Armor Class - 16
Hit Points - 213 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+7)	19 (+5)	9 (0)	21 (+6)	18 (+4)

Saving Throws -
Skills -

{ "Cleric Abilities"=>[{"Spellcasting"=>[{"Description"=>"DC 19", "Cantrips"=>"Thaumaturgy, Primal Savagery, Prestidigitation, Mind Sliver, Toll of the Dead", "1st Level"=>"Arms of Hadar, Bane, Faerie Fire, Sleep, Id Insinuation", "2nd Level"=>"Augury, Tasha's Mind Whip, Mind Spike", "3rd Level"=>"Counterspell, Hunger of Hadar, Psionic Blast", "4th Level"=>"Compulsion, Confusion, Divination", "5th Level"=>"Scrying, Synaptic Static, Temporal Shunt", "6th Level"=>"Psychic Crush, Otto's Irresistible Dance", "7th Level"=>"Forcecage, Create Undead", "8th Level"=>"Reality Break", "9th Level"=>"Psychic Scream"}], "Channel Divinity"=>"Turn Undead, Destroy Undead", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Madness Domain Abilities"=>[{"Divine Hallucinations"=>"you can use an action to enter a catatonic trance to receive warnings from your god via hallucination. You become incapacitated for 1 minute as you experience a vivid hallucination that might be prophetic. The DM rolls a d6 in secret. On a roll of a 5 or 6, the DM shows you a likely future involving a real threat you're likely to face soon. On any other roll the DM shows you a paranoid vision of an unlikely future involving threats that are not real or that you're unlikely to face, such as

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ROLEPLAY

Introduction
A scrappy messy-haired scumbag c /'Helpme! Too late the

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ge Dummy

a betrayal from allies that are actually trustworthy, or an attack from monsters that aren't actually present in the immediate area. You can enter this trance a number of times equal to your cleric level divided by 4 (a minimum of once).", "Gift of Madness"=>"level you also learn how to ward off attackers by sharing your madness with them. Immediately after a creature hits you with a melee attack, you can use your reaction to assault it with hallucinations. The creature must make a Wisdom saving throw. On a failed saving throw, it takes psychic damage equal to 2 + half your cleric level and the hallucinations make it either blinded or deafened (your choice) and frightened of you until the end of your next turn. You can use this reaction ability a number of times equal to your Wisdom modifier (a minimum of once).", "Dread Whispers"=>"you can use your Channel Divinity to infuse the creatures in an area with paranoid dread and maddening whispers warning them of betrayal As an action, you choose a point that you can see within 60 feet. Each creature in a 10 foot sphere centered on that point must make a Wisdom saving throw. On a failed saving throw, a creature takes psychic damage equal to 1d6 + half your cleric level and it becomes addled with dread for 1 minute. A creature addled with this dread treats all other creatures as enemies for the purpose of disadvantage for ranged attacks, and must make any opportunity attack it possibly can. At the end of an affected creature's turn, it repeats the saving throw. A success ends the effect on that creature.", "Crazed Stumbling"=>"when you deal psychic damage to a creature you can cause it to stagger with fear and confusion. You can choose to push it up to 10 feet in any direction that it can move, but you cannot move it further than half its speed", "Potent Spellcasting"=>"you add your Wisdom modifier to the damage you deal with any cleric cantrip.", "Already Mad"=>"you cannot be charmed or frightened and you have immunity to psychic damage.", "Spellcasting"=>[{"Cantrips"=>"Vicious Mockery", "1st Level"=>"Dissonant Whispers, Tasha's Hideous Laughter", "3rd Level"=>"Crown of Madness, Phantasmal Force", "5th Level"=>"Fear, Incite Self-Harm", "7th Level"=>"Phantasmal Killer, Staggering Smite", "9th Level"=>"Modify Memory, Phantasmal Plunge"}]]}

Proficiencies -
Proficiency Mod -

Languages - Common Infernal Abyssal
Adjectives - Mad, Creepy, Intense,

Special Abilities -
Special Equipment -
Combat Tactics

Delores has no real combat strategy and generally just responds randomly to outside stimuli

Actions -
Factions

Dumas Family
Role: *Offering*

ROLEPLAYING

Introduction

A scrawny, wild-eyed, messy-haired woman scrambles out of the bushes /"Helpmehelpmehelpmehelp!! Too late they're coming!/"

Appearance

Emaciated with wild auburn hair, piercing violet eyes, barely dressed except a shift, scratches and bruises everywhere

Expressions

Help

They're coming

Nonononononononono!!!!

Mannerisms

mumbles erratically, rubs her wrists, rocks back and forth

Motivations

Who knows

Passions

Escape

Secrets

She is the daughter of Anastasia Dumas. Her husband was murdered by her son and she was forced to bear a daughter with a Greater Devil. None of her spells can effect any of her blood relatives.

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