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Anastasia Dumas

2500 x 3235



Image Dummy

Anastasia Dumas

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Elderly Human

chaotic evil

Level 20 Sorcerer Shadow Magic

Pronouns -

she/her

Occupations -

Matriach

Armor Class -

21

Hit Points -

236 (TODO Hitdice)

Speed -

15ft walking and 30ft flying.

STR

8 (-1)

DEX

10 (+0)

CON

20 (+5)

INT

18 (+4)

WIS

19 (+5)

CHA

24 (+7)

Saving Throws -

Constitution

Strength

Skills -

Masonry

Proficiencies -

Intimidation, Persuasion, Mason's Tools, Woodcrafter's Tools,

Proficiency Mod -

Damage Immunities -

N/A

Condition Immunities -

N/A

Resistances -

N/A

Languages -

Common Abyssal Draconic

Adjectives -

Wicked, Wrathful, Vengeful,

Special Abilities

- {"class-abilities"=>[{"Sorcerer Spellcasting"=>[{"Decription"=>"Sorcery Points 20, Spell DC 20"), "Cantrips"=>"Fire Bolt, Mage Hand, Shocking Grasp, Minor Illusion, Message, Chill Touch", "1st Level"=>"Charm Person, Magic Missile, Shield, Mage Armor", "2nd Level"=>"Detect Thoughts, Hold Person, Scorching Ray, Shatter, Darkness", "3rd Level"=>"Fireball, Counterspell, Lightning Bolt, Slow, Fly, Dispel Magic, Blink", "4th Level"=>"Banishment, Dimension Door, Polymorph, Wall of Fire", "5th Level"=>"Cloudkill, Cone of Cold, Dominate Person, Teleportation Circle", "6th Level"=>"Chain Lightning, Disintegrate, Circle of Death, Mass Suggestion", "7th Level"=>"Finger of Death, Fire Storm, Plane Shift", "8th Level"=>"Incendiary Cloud, Earthquake, Power Word Stun", "9th Level"=>"Gate, Power Word Kill, Time Stop"}], "MetaMagic"=>[{"Decription"=>"You gain two of the following Metamagic Options of your choice. You gain another one at 10th and 17th level.", "Empowered Spell"=>"When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.", "Heightened Spell"=>"When you Cast a Spell that forces a creature to make a saving throw to resist its Effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.", "Subtle Spell"=>"When you Cast a Spell, you can spend 1 sorcery point to cast it without any somatic or verbal Components", "eTwinned Spell"=>"When you Cast a Spell that Targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip)"}], "Sorcerous Restoration"=>"you regain 4 expended sorcery points whenever you finish a Short Rest", "Shadow Magic Abilities"=>[{"Eyes of the Dark"=>"you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the Darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.", "Strength of the Grave"=>"When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.", "Hound of Ill Omen"=>[{"Description"=>"you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes"}, {"Additional Information"=>["The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.", "It appears with a number of temporary hit points equal to half your sorcerer level.", "It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.", "At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.", "The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes."]}], "Shadow Walk"=>"you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.", "Umbral Form"=>"you can spend 6 sorcery points as a bonus action to transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.", "Shadow Sorcerer Quirks"=>"When you are asleep, you don't appear to breathe (though you must still breathe to survive)."}]}, {"Legendary Resistance"=>"(3/Day), If Anastasia Dumas fails a saving throw she can choose to succeed instead", "Legendary Actions"=>[{"Description"=>"Anastasia Dumas can take 3 Legendary Actions. Choosing from the options from below, Only one Legendary Action can be used at a time and only at the end of another creature's turn. Anastasia Dumas regains spent Legendary Actions at the start of her turn.", "Devils Portal"=>"Anastasia can cast Gate, opening a portal and send one person who fails a DC 15 Dexterity directly to the realm of her master for 1 minute", "Cantrips"=>"Anastasia Dumas casts a cantrip", "Family Reserve"=>"Anastasia Dumas can cast Gate, opening up to 5 portals to summon other members of the Dumas Family to join the fight"}]}]

Special Equipment

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-
-
-

Combat Tactics

Prefers to let her family do her fighting for her but is an exceedingly powerful spellcaster if it comes to it

Actions

-

Factions

The Dumas Family

Role: *Matriach*



2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

Image Dummy

Roleplaying

Introduction

A withered elderly woman glares across the courtyard, "Have you decided to join our little family, dearies?"

Appearance

Ancient with sharp, angular features. Tiny, feeble and gray but with deep piercing eyes. Dressed like a rich old lady.

Expressions

Come my dearies, Feast!

Join our family, the Master will love you!

Burnnnn!!!

Mannerisms

Eerily calm and still except for a chronic cough.

Motivations

Serving her master and growing her "family"

Passions

Dark Magic

Secrets

She is the matriarch of the Dumas Family Cult. She is actually over 200 years old due to her pact with a powerful devil who is the family's patron

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Background Story

Many years ago, after the murder of her wealthy husband, Anastasia made a deal with a powerful devil for the power to seek revenge on her husbands killers. This deal gave her immense power in return for sending souls to the devil to feast upon. The deal has greatly extended Anastasia's life span, but has not stopped her from aging. As a result, she has become a frail, withered old raisin of a woman. This has in no way diminished her powers at all, on the contrary her magics are more powerful than ever. In the service of her devil master, she has built the cult known as the "Dumas Family", some of which are actual blood relatives and descendants, but most of which are cultists , followers and hangers-on. Her cultists cultivate the follwers and the best of them get innitiated into the family and the rest become sacrifices to their patron. The Family has developed an evergrowing following and because of Anastasia's power, keen mind and ruthlessness has made deep inroads into many local institutions including guilds, noble houses, city hall, the city watch and possibly even further. Because of her growing infirmity, she has predominantly become reclusive in the family home and passed all of the more public duties of leadership to her grandson Nickodeamus, a cocky and vicious litle cur. However, she still performs most of

the communion and sacrificial rites to her patron herself. She spends more and more time in a fugue state communing with her patron and less and less time in lucidity. She is capable of great feats of magic but will almost never engage in extended combat. If she can't immediately dispatch her eneies within or before the first round of combat, she will summon and allow her family to do her fighting for her and use her magic to make her escape as quickly as possible. It is unclear what her or her patron's endgame is beyond the accumulation of power and the devouring of souls, but theres no way it's good for anyone.