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delores dumas

2500 x 3235
↔ ↕

Image Dummy

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

8 (-1)

DEX

23 (+7)

CON

19 (+5)

INT

9 (0)

WIS

21 (+6)

CHA

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 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 $1d6 + \text{half your cleric level}$ 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

Actions

Factions

Dumas Family

Role: *Offering*

2500 x 3235

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned below the number 2500. The second arrow is vertical and points up and down, positioned below the number 3235.

Image Dummy

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.

Delores Dumas

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Proficiencies -

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

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Background Story

Delores Dumas is the Daughter of Anastasia Dumas and mother of Nicodeamus and Irini Dumas. Delores grew up under her mother's cruel thumb and was prone to rebellion. At the age of 19 she met Saul Branstock and soon became pregnant, giving birth to her first child, Nicodeamus. Upon his birth, he was immediately taken from her by her grandmother and Saul helped her flee from her family. Her and Saul lived happily for many years though she always missed her son. One day a young familiar stranger arrived at their home. This stranger proceeded to put her in chains, gun down her husband and burn down their home. On their way back to the family home Delores was horrified to learn that this cold-hearted youth was in fact, Nicodeamus, all grown up. This event was the first large blow to her sanity. Her vicious son tortured and tormented her the entire way back to the ancestral family home. Once she was home, the family kept her locked and chained away in the basement shrine to their master. After several months chained in solitude, Anastasia offered up her daughter as tribute to the family patron. The devil took Delores to his realm and impregnated her, shattering her mind completely and irrevocably. Upon her return, now thoroughly mad, Delores gave birth to a daughter, half human, half devil. Anastasia named her Irini and promised her to Nicodeamus. In her madness, the horrifying things she has experienced have also given her a kind of clairvoyance and has made her a prophet of sorts. She regularly has vision, omens and portents of things to come and events happening far away. Because of this, the family has kept her alive and prisoner in their sanctum. Delores frequently escapes from her prison, often at the expense of her own health, and often leads the rest of the family on a merry chase, but is always captured again and brought back to her prison. Anastasia also uses Delores' blood as a regular offering to the family patron, each time giving more of her soul to the master.