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Mordechai Dumas

2500 x 3235



Image Dummy

Mordechai Dumas

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Older Adult Human

Neutral

Level 18 Wizard Order of Scribes

Pronouns -

he/him

Occupations -

Librarian / Record Keeper

Armor Class -

15

Hit Points -

112 (TODO Hitdice)

Speed -

30.

STR

10 (+0)

DEX

16 (+3)

CON

18 (+4)

INT

26 (+8)

WIS

22 (+6)

CHA

12 (+1)

Saving Throws -

Skills -

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At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages."}], "Manifest Mind"=>"you can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice). While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required). Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects. The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts Dispel Magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action. 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The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill", "One with the Word"=>"your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore. Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost, you drop to 0 hit points. Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spell book. Once you use this reaction, you can't do so again until you finish a long rest"}]]]]

Proficiencies -

Proficiency Mod -

+6

Languages -

Common Undercommon Infernal Abyssal Celestial

Adjectives -

Studious, Intelligent, Timid,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Dumas Family

Role: *Record Keeper, Lore Master*

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

The librarian approaches quietly whispering - /"Fiction? History? Religion? Arcana? What can I interest you in?/"

Appearance

Abnormally tall and gaunt, in finely tailored robes. Whisps of red hair string across his mostly bald head.

Expressions

The story of my family and the story of the world can be found in these books

Mannerisms

frequently removes and polishes his glasses

Motivations

Knowledge

Passions

Books, History and Lore

Secrets

He knows all of the family secrets, even ones the rest of the family doesn't.

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Proficiencies -

Languages -

Common Undercommon Infernal Abyssal Celestial

Adjectives -

Studious, Intelligent, Timid,



Special Abilities

-

Special Equipment

-

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-

-

Combat Tactics

Spellcasting

Actions

-

Factions

Dumas Family

Roleplaying

Introduction

The librarian approaches quietly whispering - /"Fiction? History? Religion? Arcana? What can I interest you in?/"

Appearance

Abnormally tall and gaunt, in finely tailored robes. Whisps of red hair string across his mostly bald head.

Expressions

The story of my family and the story of the world can be found in these books

Mannerisms

frequently removes and polishes his glasses

Motivations

Knowledge

Passions

Books, History and Lore

Secrets

He knows all of the family secrets, even ones the rest of the family doesn't.

Background Story

Mordechai Dumas is the youngest son of Anastasia and the record keeper and lore master of the family. After his fathers untimely murder and his mothers transformation, Mordechai retreated into the safety of his books. He grew to become an accomplished scholar and as his knowledge grew, so did his magical prowess. His studies lead him deep into the history of the Dumas family and His mothers family as well. He has uncovered and recorded many secrets unknown to the rest of the family. While most of the family believes that their power comes from Anastasias pact with their patron to gain vengeance on her husbands murderers, Mordechai knows that their parton has been manipulating the two families for centuries, and had in fact, engineered the marriage between Saul Dumas and Anastasia Lavaux. The devil has been steering the clans to this point in history to help with his attempt to ascend to power in the nine hells. Mordechai has not passed along this information to the rest of the family and is unsure how he feels about he and his family being the unwitting instuments of a devil or what to do about it.