

TZIPPORAH DUMAS

Adolescent Human  
Chaotic Evil  
Level 10/9 Fighter/Rogue  
Gunslinger/Assassin

**Pronouns** - she/her  
**Occupations** - Freeloader  
**Armor Class** - 16  
**Hit Points** -  
81 (TODO Hitdice)  
**Speed** - 30.

**STR** **DEX** **CON** **INT** **WIS**  
**16** **19** **15** **11** **17**  
**(+3)(+5)(+3)(+1)(+4)**

**CHA**  
**17**  
**(+4)**

**Saving Throws** -  
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**Skills** -

{ "Fighter Abilities"=> { "Fighting Style"=>"Two-Weapon Fighting"}, { "Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level"}, { "Action Surge"=>"Once every short/long rest can take an extra action"}, { "Extra Attack"=>"Can attack twice each turn"}, { "Indomitable"=>"Can reroll 1 saving throw per long rest"} }  
{ "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 3, Saving Throw DC 16"}, { "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"}, { "Trick Shots"=>"Deadeye Shot, Forceful Shot, Piercing Shot, Violent Shot"} }  
{ "Rogue Abilities"=> { "Sneak Attack"=>"Once per turn she can deal an extra 5d6 damage if she hits an attack with advantage"}, { "Cunning Action"=>"Once per turn she can take a bonus action to Dash, Disengage or Hide"}, { "Uncanny Dodge"=>"Can use her reaction to halve an attack's damage"} }

**Appearance**

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ROLEPLAYING

Introduction

A tiny, pretty, young brunette sitting across the bar smiles and twirls her hair... then draws and points her guns

Appearance

2500 x 3235

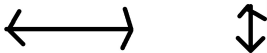


Image Dummy

500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A tiny, pretty, young brunette sitting across the bar smiles and twirls her hair... then draws and points her guns

Appearance

A beautiful young woman with long, wavy, light brown hair, wearing a simple, light-colored tunic and a dark skirt. She is standing in a room with stone walls and a wooden floor.

Express

Buy drink?

My that all t

My c me how card gar

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Proficiencies - Proficiency Mod - +2

Languages - Common Thieve's Cant Infernal Abyssal

Adjectives - Fearless, Wild, Ambitious,

Special Abilities - -

Special Equipment - -

Combat Tactics She will duck for cover and fire from hidden

Actions -

Factions Dumas Family Role: Freeloader

Appearance A slight, short, beautiful teenage girl with long, dark, brown hair, violet eyes and dressed in fine men's clothing

Expressions Buy a girl a drink? My cousin says that all the time! My cousin taught me how to play that card game!

Mannerisms A crooked smile and a twirl of the hair

Motivations Fun, Excitement, Impressing her cousin

Passions Her cousin

Secrets She is obsessed with her cousin Nicodeamus, hoping someday to replace or join Irini as his wife

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