

[Previous](#)[Next](#)

Tzipporah Dumas

2500 x 3235
↔ ↕

Image Dummy

Tzipporah Dumas

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

16 (+3)

DEX

19 (+5)

CON

15 (+3)

INT

11 (+1)

WIS

17 (+4)

CHA

17 (+4)

Saving Throws -

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"}, {"Evasion"=>"Dexterity saving throws to take half damage take no damage and failed throws take half damage"}]}

{"Assassin Abilities"=>[{"Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}, {"Infiltration"=>"you

can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to."}}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Thieve's Cant Infernal Abyssal

Adjectives -

Fearless, Wild, Ambitious,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Dumas Family

Role: *Freeloader*

2500 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 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, Excitment, Impressing her cousin

Passions

Her cousin

Secrets

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

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

16 (+3)

DEX

19 (+5)

CON

15 (+3)

INT

11 (+1)

WIS

17 (+4)

CHA

17 (+4)

Saving Throws -

Saving Throws -

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"}, { "Evasion"=>"Dexterity saving throws to take half damage take no damage and failed throws take half damage"}]}
{ "Assassin Abilities"=>[{ "Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}, { "Infiltration"=>"you can unflinchingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to."}]}

Proficiencies -

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*

Roleplaying

Introduction

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

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

Background Story

Tzipporah Dumas or Zippy to her friends (she doesn't have any friends), is the only daughter of Basil Dumas. She is the youngest blood member of the Dumas Family and as a result, has grown up without the benefit of much in the way of rules or order. Her cousin Nicodeamus has taken special interest in raising her and has taught her all that he knows of his favorite hobby, Firearms! She's a quick study and has become a mean gunfighter in her own right, she however, doesn't yet have access to the magic that her cousin has. When she comes of age (should she survive that long) she will take the same pact that her cousin took and become the family's next Hexslinger.