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Irini Dumas

IRINI DUMAS

Young Adult Half-Devil  
Chaotic Evil  
Level 17 Cleric Death Domain

**Pronouns** - she/her  
**Occupations** - Cult Leader  
**Armor Class** - 20  
**Hit Points** - 197 (TODO Hitdice)  
**Speed** - 30ft walking.

STR	DEX	CON	INT	WIS	CHA
17	12	22	14	24	20
(+4)	(+1)	(+6)	(+2)	(+7)	(+5)

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

{ "Half-Devil Abilities"=> [{"Darkvision"=>"Can see 60' in dim light as though it was bright light and in darkness as if it was dim light", "Hellish Ancestry"=>"You are resistant to fire damage.", "Art of the Word"=>"You are proficient in the Persuasion skill", "Bewitching Words"=>"Can cast Mass Charm once per long rest using Charisma as spellcasting DC"}], "Cleric Abilities"=> [{"Spellcasting"=>[{"Description"=>"DC 20", "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Thaumaturgy", "1st Level"=>"Bane, Command, Destroy Water, Inflict Wounds", "2nd Level"=>"Zone of Truth, Hold Person, Spiritual Weapon", "3rd Level"=>"Bestow Curse, Speak with Dead, Dispel Magic", "4th Level"=>"Banishment, Locate Creature, Control Water", "5th Level"=>"Raise Dead, Insect Plague, Dispel Good", "6th Level"=>"Create Undead, Harm", "7th Level"=>"Fire Storm, Plane Shift", "8th Level"=>"Anti-magic Field", "9th Level"=>"Astral Projection"}], "Channel Divinity"=>"Turn Undead, Destroy Undead", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Death Domain Abilities"=>[{"Description"=>"Proficient with Knives and Torture Implements.", "Reaper"=>"you learn one necromancy cantrip of your choice from any spell list. When you cast a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other", "Touch of Death"=>"you can use Channel Divinity to destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice your cleric level", "Inescapable Destruction"=>"your ability to channel negative energy becomes more potent. Necrotic damage dealt by your cleric spells

ROLEPLAYING

Introduction

A beautiful pale slender woman meets your gaze from across the market, a gesture beckons you to join her... forever

Appearance

Pale-skinned and fine-featured with sharp green eyes, long red hair and wait... are

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ROLEPLAYING

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Pale-skinned and fine-featured with sharp green eyes, long red hair and wait... are

Expression

Yes, I'll be at your dinner tonight

The woman meets your gaze from across the market, a gesture beckons you to join her... forever

And she smiles at you sweetly

Manner

Maintains a polite but firm

2500 x 323

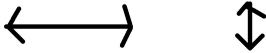


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Necrotic damage dealt by your cleric spells and Channel Divinity options ignores resistance to necrotic damage", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an a 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8", "Improved Reaper"=>"when you cast a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, you must provide them for each target.", "Spellcasting"=>[{"Cantrips"=>"Toll The Dead", "1st Level"=>"False Life, Ray of Sickness", "3rd Level"=>"Blindness\\Deafness, Ray of Enfeeblement", "5th Level"=>"Animate Dead, Vampiric Touch", "7th Level"=>"Blight, Death Ward", "9th Level"=>"Antilife Shell, Cloudkill"}]}}

**Proficiencies -**  
**Proficiency Mod -** +6

**Languages -** Common Abyssal Infernal  
**Adjectives -** Seductive, Manipulative, Deceitful,

<b>Special Abilities</b>	-
<b>Special Equipment</b>	- - -
<b>Combat Tactics</b>	
Irini will do her best not to have to fight, she prefers sneak attacks and seduction if possible. Failing that she will someone her /"children/" to fight while she escapes	
<b>Actions</b>	-
<b>Factions</b>	
<b>The Dumas Family</b> Role: <i>Cult Leader and Recruiter</i>	

green eye, long red hair and water are those small horns... maybe

**Expressions**

*Yes my lovelies, dinner is served*

*The family could use a handsome face like yours*

*And I taste just as sweet*

**Mannerisms**

Maintains intense eye contact, twirls her hair around her finger

**Motivations**

Serving her master and growing her /"family/"

**Passions**

serving her master and her /"children/"

**Secrets**

Irini is married to her half-brother. Her father is the Greater Devil that is the family's patron

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main contact, around her /"family/"

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Servin and her /"family/"

**Passions**

servin and her /"children/"

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