

Cedric Wrath

CEDRIC WRATH

Middle Aged Adult Human  
Chaotic Neutral  
Level 8 Cleric Trickery Domain

**Pronouns** - he/him  
**Occupations** - Manic Street Preacher  
**Armor Class** - 19  
**Hit Points** - 76 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
13	13	16	14	18	17
(+2)	(+2)	(+3)	(+2)	(+4)	(+4)

**Saving Throws - Skills -**

{ "Cleric Abilities" => [ { "Spellcasting" => [ { "Cantrips" => "Guidance, Light, Sacred Flame, Spare the Dying, Shillelagh", "1st Level" => "Bane, Command, Detect Magic, Inflict Wounds", "2nd Level" => "Lesser Restoration, Hold Person, Spiritual Weapon", "3rd Level" => "Animate Dead, Speak with Dead, Clairvoyance", "4th Level" => "Banishment, Stone Shape" } ], "Channel Divinity" => "Turn Undead, Destroy Undead" } ] }

{ "Trickery Domain Abilities" => [ { "Blessing of the Trickster" => "Give another willing creature advantage on Stealth roles for an hour", "Invoke Duplicity" => "you can use your Channel Divinity to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target", "Cloak of Shadows" => "you can use your Channel Divinity to vanish. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell", "Divine Strike" => "Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.", "Spellcasting" => [ { "1st Level" => "Charm Person, Disguise Self", "3rd Level" => "Mirror Image. Pass Without Trace".

CEDRIC WRATH

Middle Aged Adult Human  
Chaotic Neutral  
Level 8 Cleric Trickery Domain

**Pronouns** - he/him  
**Occupations** - Manic Street Preacher  
**Armor Class** - 19  
**Hit Points** - 76 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
13	13	16	14	18
(+2)	(+2)	(+3)	(+2)	(+4)

CHA  
17  
(+4)

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

{ "Cleric Abilities" => [ { "Spellcasting" => [ { "Cantrips" => "Guidance, Light, Sacred Flame, Spare the Dying, Shillelagh", "1st Level" => "Bane, Command, Detect Magic, Inflict Wounds", "2nd Level" => "Lesser Restoration, Hold Person, Spiritual Weapon", "3rd Level" => "Animate Dead, Speak with Dead, Clairvoyance", "4th Level" => "Banishment, Stone Shape" } ], "Channel Divinity" => "Turn Undead, Destroy Undead" } ] }

{ "Trickery Domain Abilities" => [ { "Blessing of the Trickster" => "Give another willing creature advantage on Stealth roles for an hour", "Invoke Duplicity" => "you can use your Channel Divinity to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target", "Cloak of Shadows" => "you can use your Channel Divinity to vanish. As an action, you become invisible until the end of your next turn. You become visible if you

2500 x 323

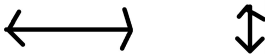


Image Dummy

ROLEPLAYING

Introduction

"Git yee right wit yer Gods ya heathens!" shouts the fiery red-faced oddly preacher from his street side podium

Appearance

Short and stocky with a fiery red beard and crazy mop of hair, chain armor and laden with holy symbols to random gods

Expressions

Tha Old God's er a comin back and will wipe tha world o ya filthy heathen curs!

Git yee right wit yer Gods!

ROLEPLAYING

Introduction

"Git yee right wit yer Gods ya heathens!" shouts the fiery red-faced oddly preacher from his street side podium

Appearance

Short and stocky with a fiery red beard and crazy mop of hair, chain armor and laden with holy symbols to random gods

Expressions

Tha Old God's er a comin back and will wipe tha world o ya filthy heathen curs!

Git yee right wit yer Gods!

Mannerisms

spits at wildly sermonizes

Motivations

Salvation

Passions

Spreading his lord

Secrets

Was seen by a cleric to

100 x 3235



Image Dummy

"5th Level"=>"Blink, Dispel Magic", "7th Level"=>"Dimension Door, Polymorph"}}}}**Proficiencies** -**Proficiency Mod** - +3

**Languages** - Common Infernal Abyssal**Adjectives** - Fiery, Zealous, Deluded,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**

He will try to talk his way out of fights, but if provoked he's a brawler and will fight with his club, his fists and anything else at his disposal

**Actions** -

**Factions**

**Dumas Family**

Role: *Recruiter* and *Information Gathering*

**Mannerisms**

spits and gesticulates wildly when he sermonizes

**Motivations**

Salvation,

**Passions**

Spreading the word of his lord

**Secrets**

Was sent by his god, Cyric, to help in the ascension of the Dumas Family patron as part of his overall plan to throw the cosmos into chaos

become visible if you attack or cast a spell", "Divine Strike"=>"Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.", "Spellcasting"=>["1st Level"=>"Charm Person, Disguise Self", "3rd Level"=>"Mirror Image, Pass Without Trace", "5th Level"=>"Blink, Dispel Magic", "7th Level"=>"Dimension Door, Polymorph"}}}}**Proficiencies** -

**Languages** - Common Infernal Abyssal**Adjectives** - Fiery, Zealous, Deluded,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**

He will try to talk his way out of fights, but if provoked he's a brawler and will fight with his club, his fists and anything else at his disposal

**Actions** -

**Factions**

**Dumas Family**

Role: *Recruiter* and *Information Gathering*

Cyric, the  
ascension  
Family patron  
his overall  
the cosmos