

tzipporah dumas

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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)
СНА
17 (+4)
Saving Throws -
Skills -
{"Fighter Abilities"=>[{"Fighting Style"=>"Two-Weapon Fighting

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{"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

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
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Proficiencies -

Languages -

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Adjectives -

Fearless, Wild, Ambitious,

Special Abilities

Special Equipment

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Combat Tactics

She will duck for cover and fire from hidden

Actions

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Factions

Dumas Family

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Passions

Her cousin

Secrets

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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.