

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

cedric wrath

**2500 x 3235**  
↔ ↕

Image Dummy

---

## 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**

13 (+2)

**DEX**

13 (+2)

**CON**

16 (+3)

**INT**

14 (+2)

**WIS**

18 (+4)

**CHA**

17 (+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", "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**

**Actions**

**Factions**

**Dumas Family**

Role: *Recruiter and Information Gathering*

---

**2500 x 3235**  
↔ ↕

# 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!*

### 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

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

13 (+2)

DEX

13 (+2)

CON

16 (+3)

INT

14 (+2)

WIS

18 (+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 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*

# 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 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 ascention of the Dumas Family patron as part of his overall plan to throw the cosmos into chaos

# Background Story

---

The "Good" Reverend Cedric Wrath is fiery street preacher and cleric of Cyric, the Lord of Lies. He preaches on street corners and in town squares and is generally regarded by people that see him as a bit of a mad man. He preaches of the "End Times" and the return of the "Old Gods" and most people do their best to ignore him as they pass. This suits him

perfectly well. He has in fact, been sent by his patron Cyric to seek out and work with the Dumas Family to help their patron devil achieve his goals. Cedric and his God's ultimate goal is sewing chaos as far and wide as possible. To that end, he acts as a recruiter and information gatherer for the family. Those who are interested enough to stop and listen to his rambling sermons are assumed to be open to recruitment to the cause. Otherwise he is an expert set of eyes and ears on the streets keeping an eye on the city's comings and goings.