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nicodeamus dumas

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Nicodeamus Dumas

## Nicodeamus Dumas

**Young Adult Human**

**chaotic evil**

**Level 18/14 Fighter/Warlock Gunslinger/Hexblade**

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**Pronouns -**

he/him

**Occupations -**

GamblerCult Leader

**Armor Class -**

20

**Hit Points -**

211 (TODO Hitdice)

**Speed -**

40.

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**STR**

15 (+3)

**DEX**

24 (+7)

**CON**

19 (+5)

**INT**

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**WIS**

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**CHA**

22 (+6)

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**Skills -**

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**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Undercommon Thieve's Cant Infernal Abyssal

**Adjectives -**

Charismatic, Creepy, Intense,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Dumas Family**

Role: *Head of the Table*

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## Roleplaying

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### Introduction

A slender man whistling a jaunty tune pulls up a chair at your table. /"Would anyone care for a game of cards?/"

### Appearance

Tall and thin with a shock of red hair peeking out from under his wide-brimmed hat. Fine clothes, impeccably clean.

### Expressions

*Feelin' lucky?*

*You think this is something, you should see our family dinners*

*Are you a draw or a stud?*

**Mannerisms**

Whistles happy tunes incessantly. Regularly shuffles the deck of cards he always carries with him. Performs card tricks.

**Motivations**

Growing his 'family', furthering the goals of his patron

**Passions**

Gambling, card tricks, his studies

**Secrets**

The Dumas Family, while having some actual familial ties, is definitely more of a cult than a family. He is also married to his half-sister

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**Languages -**

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**Adjectives -**

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**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

He'll do his best to get the jump on his opponents with his quickdraw Firebrand pistols or his Eldritch cards. Failing that, he'll resort to more traditional spellcasting using his card deck as an arcane focus so he does not need other spell components and use his Legendary Actions to bring in backup

**Actions**

-

**Factions**

**Dumas Family**

Role: *Head of the Table*

# Roleplaying

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**Passions**

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**Background Story**

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