

Wureok Hilsregaas

WUREOK HILSREGAAS

Older Adult Dragonborn
Lawful Evil
Level 10 Sorcerer Shadow Magic

Pronouns - he/him
Occupations - Castellan
Armor Class - 10
Hit Points - 44 (TODO Hitdice)
Speed - 20.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (0)	15 (+3)	17 (+4)	16 (+3)	19 (+5)

Saving Throws - Skills -

{ "Dragonborn Abilities"=>[{ "Breathe Weapon"=>"Can exhale poison in a 15 foot cone with a DC 13. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one."}, { "Damage Resistance"=>"Resistance to Fire"}]}
{ "Sorcerer Ability"=>[{ "Spellcasting"=>"Sorcery Points 10", "Cantrips"=>"Dancing Lights, Fire Bolt, Mage Hand, Minor Illusion, Ray of Frost, Chill Touch", "1st Level"=>"Burning Hands, Magic Missile, Mage Armor, Shield", "2nd Level"=>"Detect Thoughts, Shatter, Scorching Ray", "3rd Level"=>"Counterspell, Fireball, Tongues", "4th Level"=>"Banishment, Polymorph, Wall of Fire", "5th Level"=>"Cloudkill, Dominate Person"}, { "MetaMagic"=>"You gain two of the following Metamagic Options of your choice. You gain another one at 10th and 17th level.", 1=>"Empowered Spell", 2=>"Heightened Spell", 3=>"Twinned Spell"}, { "Sorcerous Restoration"=>"you regain 4 expended sorcery points whenever you finish a Short Rest"}]}
{ "Shadow Magic Abilities"=>[{ "Eyes of the Dark"=>"you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the Darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by

WUREOK HILSREGAAS

Older Adult Dragonborn
Lawful Evil
Level 10 Sorcerer Shadow Magic

Pronouns - he/him
Occupations - Castellan
Armor Class - 10
Hit Points - 44 (TODO Hitdice)
Speed - 20.

STR	DEX	CON	INT	WIS
8 (-1)	9 (0)	15 (+3)	17 (+4)	16 (+3)

CHA
19
(+5)

Saving Throws - Saving Throws - Skills -

{ "Dragonborn Abilities"=>[{ "Breathe Weapon"=>"Can exhale poison in a 15 foot cone with a DC 13. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one."}, { "Damage Resistance"=>"Resistance to Fire"}]}
{ "Sorcerer Ability"=>[{ "Spellcasting"=>"Sorcery Points 10", "Cantrips"=>"Dancing Lights, Fire Bolt, Mage Hand, Minor Illusion, Ray of Frost, Chill Touch", "1st Level"=>"Burning Hands, Magic Missile, Mage Armor, Shield", "2nd Level"=>"Detect Thoughts, Shatter, Scorching Ray", "3rd Level"=>"Counterspell, Fireball, Tongues", "4th Level"=>"Banishment, Polymorph, Wall of Fire", "5th Level"=>"Cloudkill, Dominate Person"}, { "MetaMagic"=>"You gain two of the following Metamagic Options of your choice. You gain another one at 10th and 17th level.", 1=>"Empowered Spell", 2=>"Heightened Spell", 3=>"Twinned Spell"}, { "Sorcerous Restoration"=>"you regain 4 expended sorcery points whenever you finish a Short Rest"}]}
{ "Shadow Magic Abilities"=>[{ "Eyes of the Dark"=>"you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the Darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell."}, { "Strength of the

2500 x 323

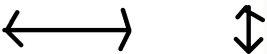


Image Dumb

ROLE

Introdu
A rot
gnarled
equipped
from the
"What bu
here?"

Appear
Greer
scales. T
grey hair
eyes. F
robes

Express

The

500 x 3235

→↕

Age Dummy

the spell."}, {"Strength of the Grave"=>"When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest."}, {"Hound of Ill Omen"=>"you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes - - The hound is size Medium, not Large, and it counts as a monstrosity, not a beast. - It appears with a number of temporary hit points equal to half your sorcerer level. - It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object. - At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound. The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, or after 5 minutes."}}}

Proficiencies -
Proficiency Mod - +4

Languages -
Draconic Elven Common Dwarven Gnome
Adjectives - Greedy, Selfish, Cowardly,

Special Abilities -

Special Equipment -

Combat Tactics
Gren is not to be underestimated. He is a fierce combatant. He will almost exclusively slowly draw back from melee and allow his guards to fill in the ranks while he casts vicious spells from not far away

Actions -

Factions
Regional Rebel Faction
Role: *Leader*
Baron/Royals
Role: *Castellan*

ROLEPLAYING

Introduction

A robed dragonborn, gnarled hound, and equipped militia stroll from the castle gates. "What business have ye here?"

Appearance

Green, polished scales. Tendril locks of grey hair. Cloudy yellow eyes. Fine magistrate robes

Expressions

The regals are on travel-time. If you have business, it is with me

Our time is valuable. Make it quick.

Mannerisms

Hands clasped. Cloudy eyes strain to see clearly. Small but effective gestures. Slight limp in right leg

Motivations

To serve the noble family for whom he serves as castellan and deputy. Ensure all taxes and scutages are paid, always

Passions

Gold. Power. He seeks to replace his benefactors eventually

Secrets

Has begun an underground rebel faction to replace the royals of the region

Grave"=>"When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest."}, {"Hound of Ill Omen"=>"you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes - - The hound is size Medium, not Large, and it counts as a monstrosity, not a beast. - It appears with a number of temporary hit points equal to half your sorcerer level. - It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object. - At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound. The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, or after 5 minutes."}}}

Proficiencies -

Languages -
Draconic Elven Common Dwarven Gnome
Adjectives -
Greedy, Selfish, Cowardly,

Special Abilities

Special Equipment

Combat Tactics

Gren is not to be underestimated. He is a fierce combatant. He will almost exclusively slowly draw back from melee and allow his guards to fill in the ranks while he casts vicious spells from not far away

Actions

the
on travel
have business
with me

Our
valuable
quick.

Mannerisms

Hand
Cloudy eyes strain to see clearly.
effective
limp in right leg

Motivations

To serve the noble family for whom he serves as castellan and deputy. Ensure all taxes and scutages are paid, always

Passions

Gold. Power. He seeks to replace his benefactors eventually

Secrets

Has begun an underground rebel faction to replace the royals of the region

Actions

Factions

Regional	Rebel
Faction	
Role: <i>Leader</i>	
Baron/Royals	
Role: <i>Castellan</i>	