

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

wureok hilsregaas

**2500 x 3235**  
↔ ↕

Image Dummy

---

## 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**

8 (-1)

**DEX**

9 (0)

**CON**

15 (+3)

**INT**

17 (+4)

**WIS**

16 (+3)

**CHA**

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 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, if its target 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**

**Actions**

**Factions**

**Regional Rebel Faction**

Role: *Leader*

**Baron/Royals**

Role: *Castellan*

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## 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

---

**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**

8 (-1)

**DEX**

9 (0)

**CON**

15 (+3)

INT

17 (+4)

WIS

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 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, if its target 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

-

## 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

**Background Story**

With nothing but selfish goals, Wureok joined the local guild of Magic Arts and, with his exceptional cunning and charisma, worked his way into an internship with the castellan at the time. Using his raw magicks and ability to influence others, he ousted the castellan by convincing the noble family they served that he was an imposter - a foreigner looking to undermine their power. Gaining the trust of the royals over decades and generations, Wureok has, at least on the surface, appeared to be an exemplary court official. He watches over the castle and surrounding villas with great attention to detail; especially when it comes to collecting taxes and scutage. Wureok has organized a growing rebel faction among the peasants and townsfolk, using the pressures he himself applies to turn them against his benefactor, then twisting the stories of uprisings in reports to his benefactor. He thereby presents further reason for his position, for the further exploitation of the common-folk, and for the royal family to further insulate themselves from the outside world.