

Rylokar Doomspeaker

CHARACTER NAME

Warlock 3

CLASS & LEVEL

Half-elf

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

12

+1

CONSTITUTION

12

+1

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- +0 Strength
- +1 Dexterity
- +1 Constitution
- +1 Intelligence
- +3 Wisdom
- +5 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +3 Arcana (Int)
- +2 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- +5 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 16

16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

3

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I want to be a DARK, EDGY BADASS who NEEDS HIS PAIN; trouble is, I'm absolutely terrible at it.

PERSONALITY TRAITS

I THINK IT'S: The strongest are meant to rule. IT'S ACTUALLY: The strongest are meant to protect the weak.

IDEALS

I THINK IT'S: I will visit terrible wrath on everybody who crosses me. IT'S ACTUALLY: I will brighten people's day.

BONDS

I am constantly frustrated by my own true nature.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Staff +2 1d6/1d8 b

Light crossbow +3 1d8 p

Dagger +3 1d4 p

Eldritch blast, +5, 1d10 f

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Light armor  
Simple weapons  
Flute

Common  
Elvish  
Sylvan  
Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

PP

PP

PP

PP

PP

PP

PP

PP

- Staff
- Hunting trap
- Hunting trophy (bear's teeth strung on a cord)\*
- Traveler's clothes
- Light crossbow
- 20x bolt
- Dungeoneer's pack
- Leather armor
- 3x dagger

\*also arcane focus

EQUIPMENT

Darkvision 60'  
Fey ancestry

Pact of the Chain  
Eldritch Invocations:  
- Gift of the Ever-Living Ones  
- Voice of the Chain Master

Patron: Celestial (Unicorn)  
Healing Light 4d6/LR

Special: Any spell that would normally do necrotic damage does radiant damage instead.

FEATURES & TRAITS



# Rylokar Doomspeaker

CHARACTER NAME

20	5'11"	138
AGE	HEIGHT	WEIGHT
Blue	Golden tan	Blond (dyed black)
EYES	SKIN	HAIR

CHARACTER APPEARANCE

The fey of his native forest like him enough to have gone to considerable trouble in order to trick him into bonding with a benevolent celestial instead of the fiend he hope to contact, which is pretty good, but they're not really what you would call organized beyond that atypical group effort.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Growing up, the boy who would become Rylokar Doomspeaker loved the woods he lived in and the creatures, both mundane and fey, who lived there. His woodcutter father, embittered that the boy's elven mother had returned to her own kind, discouraged this attitude ever more forcefully. His disapproval crossed over into violence when the boy reached adolescence, always with the angry refrain that "men do not believe in fairies and unicorns." Scarred by this treatment, the boy turned to darkness as a teenager, learning forbidden lore, adopting his new name, and seeking to forge a pact of power with some infernal being. His erstwhile forest companions intervened to save their misguided friend, intercepting his messages meant for the Abyss and directing them instead to the unicorn Ayla Glittermane. She posed as Kostchtchie, Demon Prince of Wrath, long enough to seal the deal. Now, instead of the Dark and Terrible Power of Darkness he hoped for, Rylokar's warlock powers manifest in bright, cheerful colors, often accompanied by a piney-fresh scent. He still clings to the shreds of the Dark Servant of Darkness persona he was trying to build for himself, but it's a losing battle.

CHARACTER BACKSTORY

Familiar: Mr. Horatio Chubbles, Esq.

AC 15  
 HP 2  
 Speed 10', fly 30'

STR 2 (-4) DEX 20 (+5) CON 8 (-1) INT 10 (+0) WIS 14 (+2) CHA 15 (+2)  
 Perception +4, Stealth +5  
 passive Perception 14

Mr. Chubbles, Esq., is a pixie, but appears as a brown and white rabbit wearing a grey pinstriped waistcoat and a monocle. Rylokar cannot command or dismiss him, nor change him into a different animal, nor--and this is key--shut him up. Unusually for a familiar, he can speak, and he seems very preoccupied with Rylokar's state of mind. However, he declines to offer practical advice on most current situations (e.g., combat), citing obscure stipulations in his contract.

ADDITIONAL FEATURES & TRAITS

Trinket: a small box containing with buttons of various sizes.

Treasure appropriate for a level-3 character (DM's discretion).

TREASURE



# Warlock

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

## 0 CANTRIPS

Light

Sacred Flame

Eldritch Blast

Prestidigitation

## 3

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 6

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

## 1

PREPARED

SPELL NAME

- Arms of Hadar
- Hex
- Guiding Bolt
- Find Familiar (R)

## 4

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 7

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 2 2

- Misty Step

## 5

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 8

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 9

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELLS KNOWN

## OPTIONAL: WHIMSY SURGE TABLE

When Rylokar casts a spell, roll 1d20 and consult the following table.

### WHIMSY SURGE TABLE

Roll	Result
1-2	All corporeal creatures within 30' acquire wildflower garland crowns. Creatures that don't have heads have them festooned on some other body part (DM's choice).
3-4	A pleasant summery scent suffuses a 60' area and dissipates normally.
5-6	The spell effect makes a sound like a harp arpeggio and scatters rose petals in its vicinity (e.g., <i>eldritch blast</i> scatters them in its wake, <i>light</i> in the area around the light ball, <i>hex</i> in the immediate vicinity of the target, and so on).
7-8	A pine-fresh scent suffuses a 60' area and dissipates normally.
9-10	The spell effect makes a sound like a flute trill and scatters rainbow-colored glitter in its vicinity, as the rose petals above.
11-12	Rylokar's hair becomes luxuriant, rainbow-colored, and faintly luminous until he has used all of his spell slots for the day, when it reverts to its previous state.
13-14	A six-second sting of jaunty lute music sounds from nowhere discernible.
15-16	The scent of freshly-baked bread suffuses a 60' area and dissipates normally.
17-18	1d4 randomly chosen creatures within 30' leave trails of rainbow-colored glitter behind them, like pixies scatter pixie dust when flying, for 1 hour.
19-20	A randomly chosen creature within 30' acquires luxuriant, faintly luminous rainbow-colored hair. If the recipient fails a Constitution save, the effect is permanent (but it grows out its normal color); otherwise it returns to normal after a day (for monsters) or long rest (for characters). If the target would not normally have hair, it appears in a location the DM deems appropriate (or funny).