



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD	_____	<input type="radio"/>
AMULET	_____	<input type="radio"/>
CLOAK	_____	<input type="radio"/>
ARMOUR	_____	<input type="radio"/>
HANDS/ARMS	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
BELT	_____	<input type="radio"/>
BOOTS	_____	<input type="radio"/>

CP SP EP GP PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>

Hexblade's Curse

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Hex Warrior

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Warhammer	15 gp	1d8 bludgeoning	2 lbs	Versatile (1d10)
Handaxe	5 gp	1d6 slashing	2 lbs	Light, Thrown (range 20/60)

In the quiet town of Eldrington, Fynnean Asquel lived a peaceful life until the day disaster struck. At the age of 15, the once serene streets were set ablaze by the malevolent Zephyros Darkmantle, an evil wizard whose power now loomed over the charred remnants of the town. Fynnean, his world shattered, suffered the ultimate loss as his family and everything he held dear succumbed to the flames.

Barely escaping the devastation, Fynnean, gravely wounded, embarked on a journey of survival. He roamed from town to town, seeking refuge and solace. Eventually, fate led him to the humble orc village of Gruk's Hollow, where the charismatic young man quickly formed bonds with a group of friends. Under their guidance, Fynnean began to learn the rudiments of combat, forging friendships that helped mend the wounds left by his traumatic past.

Driven by an unwavering determination to avenge his hometown and free it from the clutches of Zephyros Darkmantle, Fynnean threw himself into rigorous training. As he honed his skills, his fighting prowess grew, but so did his fury. In his pursuit of justice, Fynnean often found himself unable to quell the rage that boiled within, leading to battles that extended beyond necessity.

Years passed, and Fynnean, now a formidable weapon master, felt ready to confront the malevolent wizard who had destroyed his life. Returning to Eldrington with a heart fueled by vengeance, he encountered adversaries who fell swiftly to his blade. However, as he neared Zephyros, it became evident that the evil wizard had only intensified his magical defenses.

Facing defeat and near death, Fynnean had an epiphany. The simplistic fighting skills he had honed were inadequate against the dark magic wielded by Zephyros. Realizing the limitations of his current abilities, Fynnean made the difficult decision to retreat once more from his hometown...

A period of years spent wandering the vast expanses of the earth followed. Eventually, Fynnean's journey led him to an ominous cave buried deep within the subterranean depths. According to age-old legends, it was here that he would discover a mystical blade of unimaginable power—a weapon he believed could provide the strength he so desperately sought. As he ventured into the red-purple cavern, his eyes fell upon the sword, a masterpiece of craftsmanship, surrounded by a molten cascade.

Approaching the magnificent weapon, he gazed upon its intricate details, as if it had emerged directly from the earth itself. With solemn determination, he clutched the only remaining possession of his parents—a cherished amulet—in his left hand. Swearing once more to avenge their untimely demise, Fynnean reached for the sword's hilt. At that moment, a terrible presence seemed to surge through his entire being. The sword's handle bit into his hand, and the symbol on the amulet began to sear into his flesh.

The entity within the blade sought to corrupt his very soul, but a mysterious force, perhaps the lingering spirit of his parents, intervened. The amulet, acting as a protective barrier, resisted the corruption to some extent. A strange agreement was forged between Fynnean and the sword—an agreement that left a part of his soul tainted with dark magic. As the amulet evaporated, the scar on his hand became a permanent mark of the encounter, and his once ordinary eyes transformed into a haunting shade of purple.

Exhausted and overwhelmed, Fynnean crawled out of the cave, collapsing on the unforgiving ground. Shocked by the ordeal, he spent the following days recovering, gradually coming to terms with the newfound powers pulsing within him. Basic magical abilities emerged, accompanied by an intense burning sensation in the scarred hand as he casts his first spells. He soon discovered as well that he could read and speak infernal, a language previously unknown to him.

Fusing these newfound powers with his well-honed combat skills, Fynnean embarked on a renewed quest to confront the malevolent Zephyros. Yet, as he continued his pursuit of justice, an unsettling darkness crept into his soul. The line between his noble mission and the insatiable hunger for vengeance blurred, casting a shadow over his path. Fynnean Asquel, now a vessel of both light and shadow, faced an uncertain future as he journeyed towards the confrontation that awaited him.

