

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

LAY ON HANDS

Used

Total

DIVINE SENSE

Used

Total

Level (R)

SPELLS PREPARED

DIVINE SENSE

LEVEL 1

Action. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You also detect the presence of any consecrated or desecrated place or object. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS

LEVEL 1

You have a pool of magical healing equal to 5 x your Paladin level. As an action, you can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You can expend 5 points from your pool to cure one disease or neutralize one poison affecting the target.

PALADIN

SACRED OATH

FIGHTING STYLE

LEVEL 2

DIVINE SMITE

LEVEL 2

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

DIVINE HEALTH

LEVEL 3

You are immune to disease.

SACRED OATH FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF PROTECTION

LEVEL 6

You and friendly creatures within 10 feet of you gain a bonus to the saving throws equal to your Charisma modifier. You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

SACRED OATH FEATURE

LEVEL 7

AURA OF COURAGE

LEVEL 10

You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINE SMITE

LEVEL 11

Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

CLEANSING TOUCH

LEVEL 14

As an action you can end one spell on yourself or a willing creature that you touch. You can do this a number of times equal to your Charisma modifier. You regain expended uses of this feature when you finish a long rest.

SACRED OATH FEATURE

LEVEL 15

SACRED OATH FEATURE

LEVEL 20

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PATRON

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

Used

Total

Level

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

Level

CANTRIPS & SPELLS KNOWN

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

OTHERWORLDLY PATRON FEATURE

LEVEL 1

PACT BOON

LEVEL 3

OTHERWORLDLY PATRON FEATURE

LEVEL 6

OTHERWORLDLY PATRON FEATURE

LEVEL 10

MYSTIC ARCANUM

LEVEL 11

Gained

Level

Used

Spell

11th

6th

13th

7th

15th

8th

17th

9th

OTHERWORLDLY PATRON FEATURE

LEVEL 14


ELDRITCH MASTER

LEVEL 20

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

ELDRITCH INVOCATIONS

KNOWN



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

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

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.

