

Gabriel Argenwyve

CHARACTER NAME

Hexblade 8
CLASS & LEVEL

Demagogue
BACKGROUND

PLAYER NAME

Dragonborn
RACE

CG
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

5

20

DEXTERITY

0

10

CONSTITUTION

2

14

INTELLIGENCE

-2

7

WISDOM

0

10

CHARISMA

4

18

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 5 Strength
- ☐ 0 Dexterity
- ☒ 5 Constitution
- ☐ -2 Intelligence
- ☐ 0 Wisdom
- ☒ 7 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ -2 Arcana (Int)
- ☒ 8 Athletics (Str)
- ☐ 4 Deception (Cha)
- ☐ -2 History (Int)
- ☐ 0 Insight (Wis)
- ☒ 7 Intimidation (Cha)
- ☐ -2 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ -2 Nature (Int)
- ☒ 3 Perception (Wis)
- ☐ 4 Performance (Cha)
- ☒ 7 Persuasion (Cha)
- ☐ -2 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

TOOL: Forgery Kit

OTHER PROFICIENCIES & LANGUAGES

10

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 75

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Breath Weapon

+7

3d6 Poison

Magic Warham...

+10

1d8+7 Bludgeo...

Handaxe

+9

1d6+7 Slashing

Battleaxe

+9

1d8+7 Slashing...

Fire Bolt

2d10 Fire

Ray of Frost

2d8 Cold

Shocking Grasp

2d8 Lightning

ATTACKS & SPELLCASTING

CP

4

SP

EP

57

GP

PP

1 Splint Heavy Armour

1 Shield

1 Warhammer

1 Battleaxe

5 Handaxe

1 Forgery Kit

1 Component Pouch

EQUIPMENT

Gabriel has a disposition to help those who he feels is being unfairly treated by persons in authority positions and has trouble dealing with people who stick to the rule of the law unquestioningly

PERSONALITY TRAITS

If the good guys have the money and law enforcement is not racist. The world would be a nicer place.

IDEALS

Gabriel knows there is a kidnapping ring in his local town cluster, and that it's part of a larger organisation. He vows to topple it.

BONDS


In a society where you can't trust the law. One must rely on gold to keep the order. If you can't beat the racist bastards perhaps they will spare your life for a few bob. Gabriel looks to gold for purity and he will stop at nothing to keep gold from being used for evil things wherever possible.

FLAWS

FEATURES & TRAITS

[illegible]

Total: _____ SORCERY POINTS	Total: _____ 10 DAYS RATIIONS
Total: _____	Total: _____
Total: _____	Total: _____



CHARISMA

15

7

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt

Ray of Frost

Shocking Grasp

Green-Flame Blade

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Shield

☐ Thunderwave

☐ Ice Knife NN (1/2)

☐ Ice Knife NN (2/2)

☐ Magic Missile (Wand)

2

3

☐ Mirror Image

☐ Aganazzar's Scorchers

☐ Enlarge/Reduce

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

SPELLS

Fire Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120ft

Target: Single

Components: V S

Duration: Instantaneous

Description:

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At Higher Levels: This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60ft

Target: Single

Components: V S

Duration: Instantaneous

Description:

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Target: Single

Components: V S

Duration: Instantaneous

Description:

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Green-Flame Blade

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Target:

Components: V M

Duration:

Description:

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting modifier.

At Higher Levels: At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Shield

Abjuration 1

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Target:

Components: V S

Duration: 1 round

Description:

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Thunderwave

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target:

Components: V S

Duration: Instantaneous

Description:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Ice Knife NN (1/2)

Conjuration 1

Casting Time: 1 action

Range: 60ft

Target:

Components: S M

Duration: Instantaneous

Description:

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Ice Knife NN (2/2)

Evocation 1

Casting Time: 1 action

Range: 5ft sphere of Ice Knife (1/2) lands

Target:

Components: S M

Duration: Instantaneous

Description:

ou create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Magic Missile (Wand)

Evocation 1

Casting Time: 1 action

Range: 120ft

Target:

Components: V S

Duration: Instantaneous

Description:

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Mirror Image

Illusion 2

Casting Time: 1 action**Range:** Self**Target:****Components:** V S**Duration:** 1 minute**Description:**

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Aganazzar's Scorching

Abjuration 2

Casting Time: action**Range:** 30ft**Target:****Components:** V S M**Duration:** Instantaneous**Description:**

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

Enlarge/Reduce

Transmutation 2

Casting Time: 1 action**Range:** 30 feet**Target:****Components:** V S M**Duration:** Concentration 1 minute**Description:**

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category – from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).