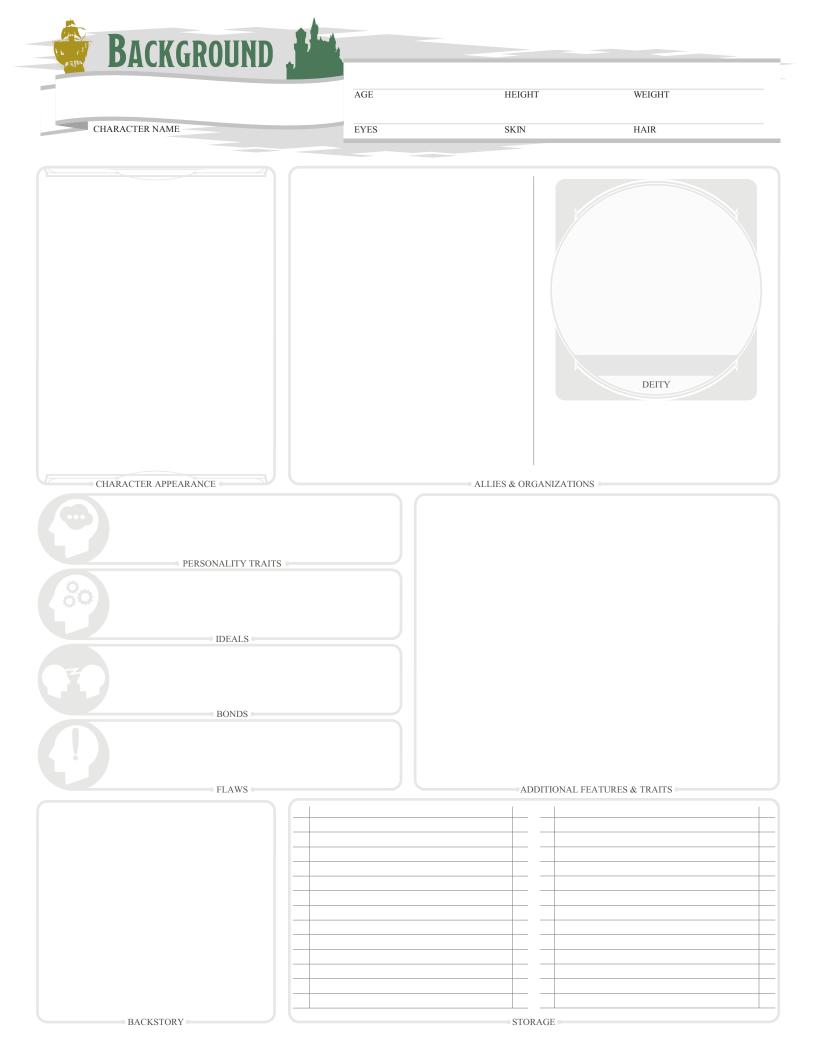


HEAVILY ENCUMBERED

FEATURES & TRAITS

CARRYING CAPACITY _

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SPELLCASTING CLASS MATERIAL (M) SOMATIC (S) VERBAL (V) PP (P) PREPARED (C) CONCENTRATION

ABILITY



VERBAL
Spell requires a spoken component. Affected by Silenced or obstructions to mouth

SOMATIC

Spell requires hand gestures. Affected by restraint, paralysis, etc.

MATERIAL ltem(s) to be consumed in spellcasting. Can replace most components with spellcasting focus (except gold, diamonds, etc.)

61972			
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WO-		MO	
SQO VO		SOPO VO	
WOO VOO		SOPO V MO	
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NO.			(IV)
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MO SO PO V		SOPO	
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MATERIAL (M) SOMATIC (S) VERBAL (V) PP (P) PREPARED (C) CONCENTRATION

SPELLCASTA ABILITY

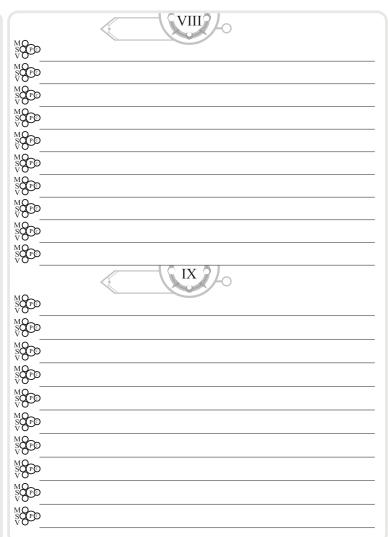


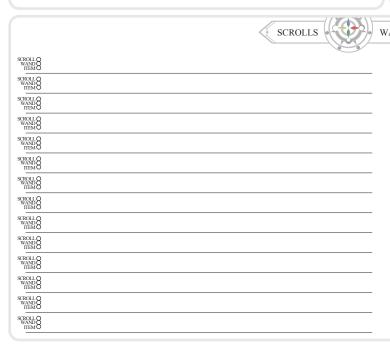


CONCENTRATION
Focus on active spell. Damage while concentrating requires concentration saving throw versus damage taken. Can only concentrate on single spell at a time

RITUAL
Spells with Ritual tag may be east by performing aritual lasting +10min. Rituals do not consume spell slots and cannot be east at higher spell-levels

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	VII
MSO GEO MSO GE	VII









PASSIVE PERCEPTION

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

CHARISMA® SAVING THROWS DECEPTION INTIMIDATION PERFORMANCE PERSUASION

COMPANION APPEARANCE

INSIGHT MEDICINE PERCEPTION SURVIVAL

NAME

PROFICIENCY

CREATURE BONDED TO CREATURE SIZE

ALIGNMENT

ARMOR CLASS INITIATIVE	RUN CLIMB SWIM FLY	OOO COLD	1 R V OO POISON OO ACID OO PSYCHIC OO NECROTIC RESISTANCES, & VUI	
CURRENT HIT POINT	TEMPORARY HP	BLINDSIGHT ↔ DARI	CVISION •• TRUESION	GHT ↔ TREMORSENSE
BUFFS, DEBUFFS, & COND HIT DIE d TOTAL USED	DITIONS EATH SAVES			
WEAPON ATK	DMG / EFFECT S P B S P B S P B S P P B S P B S P B S P B B S B S			

WEIGHT

CREATURE TYPE

	ACTIONS			FEATURES & TRAITS	
ITEM	WT	CARRYING	WT	ITEM	