



Riding Horse

COMPANION NAME

Riding Horse

RACE

Large

SIZE

HEIGHT

WEIGHT

Beast

TYPE

AGE

GENDER

Unaligned

ALIGNMENT

STRENGTH

+3

16

DEXTERITY

0

10

CONSTITUTION

+1

12

INTELLIGENCE

-4

2

WISDOM

0

11

CHARISMA

-2

7

SAVING THROWS

+3 STR -4 INT
 0 DEX 0 WIS
 +1 CON -2 CHA

INITIATIVE **0** **SPEED** **70 ft**

HIT DICE **d10+1** **ATTACKS PER ACTION** **1**

SKILLS

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

10

ARMOR CLASS

+2

PROFICIENCY BONUS

13

MAXIMUM HIT POINTS

Temporary HP: _____

CURRENT HIT POINTS

SUCCESSES

FAILURES

DEATH SAVES

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Hooves	✓ Str	Melee (5 ft)	+5	2d4+3	Bludgeoning
DESCRIPTION					

ATTACKS

◆ Dash Action:
The mount gains extra movement equal to its speed.

◆ Disengage Action:
The mount's movement doesn't provoke opportunity attacks for the rest of the turn.

◆ Dodge Action:
Until the mount's next turn, any attack made against it has advantage if it can see the attacker. The mount and its rider make Dexterity saving throws with advantage.

FEATURES

TRAITS

10 PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

Daniel Shays
CHARACTER NAME

1ST LEVEL 2ND LEVEL 3RD LEVEL 4TH LEVEL 5TH LEVEL 6TH LEVEL 7TH LEVEL 8TH LEVEL 9TH LEVEL

SPELL SLOTS

FIREBRAND GAMBITS

Charisma
SPELLCASTING ABILITY

5
TO PREPARE

+6
ATTACK MODIFIER

DC 14
SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> <small>At. Will.</small> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd		
<input type="checkbox"/> <small>At. Will.</small> Foxfire	10-ft rad glows with dim light; save or dis. on Dex(Stealth) until take an action to brush off fungi	—	Abjur	1 a	30 ft	S,M	1 minute		
<input type="checkbox"/> <small>At. Will.</small> Vicious Mockery	1 crea save or 1d4 Psychic dmg and dis. on next attack roll; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	R	189

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	R	120
<input type="checkbox"/> Barbed Spike	Cannon disabled or hinge jammed; Str(Smith/Carpenter's tools) vs. DC, dis. if inappropriate tool	—	Trans	1 min	Touch	S,M	Permanent		
<input checked="" type="checkbox"/> Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	R	124
<input checked="" type="checkbox"/> Compelled Duel	1 crea save or dis. on attacks vs. not-you and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min		
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	R	126
<input type="checkbox"/> Create Draught	Create Poulitice of Healing or Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite poisons; see book	—	Necro	1 min	Self	S,M	8 h		
<input type="checkbox"/> Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	R	132
<input type="checkbox"/> Dead Drop	Find cache of ammo/supplies; must be near town; can leave hidden message 25 words or less; see book	—	Div	1 h	1 mile	M	Till triggered		
<input type="checkbox"/> Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h (D)	R	135
<input checked="" type="checkbox"/> Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune	Wis	Ench	1 a	60 ft	V	Instantaneous		
<input checked="" type="checkbox"/> Entrap (R)	5-ft tripwire; gun (weapon dmg) or imp. hunting trap (1d8/mod failed attempt); Int(Investigation) vs. DC	—	Trans	1 min	Touch	S,M	Till triggered		
<input type="checkbox"/> Expeditious Retreat	I can take Dash action now, and as a bonus action for the duration	—	Trans	1 bns	Self	V,S	Conc, 10 min	R	141
<input type="checkbox"/> Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	R	153
<input type="checkbox"/> Heroism	1+1/SL crea immune to fear, gain spellcasting ability modifier temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	R	154
<input checked="" type="checkbox"/> Hex	1 crea +1d6 Necrotic dmg from your atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h		
<input type="checkbox"/> Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,M,f	Instantaneous	R	155
<input type="checkbox"/> Illusory Script (R)	Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)	—	Illus	1 min	Touch	S,M+	10 days	R	156
<input checked="" type="checkbox"/> Non Sequitur	Up to 3 crea save or distracted; they are surprised for 1 round & I have adv. on Cha checks against them	—	Ench	1 bns	30 ft	V,S	Instantaneous		
<input checked="" type="checkbox"/> Rhetoric	I can make Cha checks using Cha(Performance); roll of 7 or less treated as 8	—	Ench	1 bns	Self	V	Conc, 10 min		
<input type="checkbox"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	R	176
<input type="checkbox"/> Wrathful Smiter	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min		

2ND LEVEL

<input checked="" type="checkbox"/> Castigate	1 crea who lied or mislead, save or 1 lvl of exhaustion; dis on checks to interact socially for 1d4 days	—	Abjur	1 rea	60 feet	V	Special		
<input checked="" type="checkbox"/> Entrhall	While I speak, any crea save (adv. if fighting) or dis. on Wis(Perception) for any other than me	Wis	Ench	1 a	60 ft	V,S	1 min	R	140
<input checked="" type="checkbox"/> Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	R	154