

SIDEKICK NAME

CLASS & LEVEL
RACE

STR

DEX

CON

INT

WIS

CHA

Armor Class

Initiative

Speed

Proficiency Bonus

Current HP

Total HP

Total
Hit Dice

SUCCESSES ○—○—○—
FAILURES ○—○—○—
Death Saves

- Strength
 - Dexterity
 - Constitution
 - Wisdom
 - Charisma
- SAVING THROWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM(PERCEPTION)

SKILLS

SPELL SAVE DC

SPELL ATTACK BONUS

FEATURES & TRAITS

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0 CANTRIPS

1 SLOTS TOTAL SLOTS EXPENDED

2

3

4

SPELLS

5

FEATURES & TRAITS