

Name TALIN DZMAREClass(es) WIZARDSpecies CAT-BENGAL

Civilization \_\_\_\_\_

Experience \_\_\_\_\_

Inspiration ☐

Hp \_\_\_\_\_

Hit Dice 1D6

Proficiency bonus

+2Temporary hp \_\_\_\_\_ Max hp 6 Wound threshold \_\_\_\_\_☒ Strength 10☐☐ Saving throw☐ Athletics☒ Dexterity 14+2☐ Saving throw☒ Acrobatics☐ Sleight of Hand☐ Stealth☒ Constitution 12+1☐ Saving throw☒ Intelligence 14+2☒ Saving throw☒ Arcana☐ History☒ Investigation☐ Nature☐ Religion☒ Wisdom 11☐☒ Saving throw☐ Animal Handling☒ Insight☐ Medicine☐ Perception☐ Survival☒ Charisma 10☐☐ Saving throw☐ Deception☐ Intimidation☐ Performance☐ PersuasionInitiative +2 AC 12

Protection \_\_\_\_\_

Conditions \_\_\_\_\_

Speed Walking 30 Climbing \_\_\_\_\_

Swimming \_\_\_\_\_ Flying \_\_\_\_\_

Jumping: height \_\_\_\_\_ length \_\_\_\_\_

Passive Perception 10

Exhaustion

☐ 1: Disadvantage on ability checks☐ 2: Speed halved☐ 3: Disadvantage on attack rolls and saving throws☐ 4: Disadvantage on attack rolls and saving throws☐ 5: Speed reduced to 0☐ 6: Death (hp reduced to 0 and death saving throws)Failures ☐ ☐ ☐Successes ☐ ☐ ☐

## Attacks and spells

Spell save DC: 12Spellcasting ability: INTSpell attack modifier: +4

Name	Attack bonus	Damage/Type
BITE + SCRATCH	<u>+0</u>	<u>1D6 SLASHING</u>
RAY OF FROST	<u>+4</u>	<u>1D8 COLD</u>
CHROMATIC ORB	<u>+4</u>	<u>3D8 CHOOSE</u>

## Ammunition

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## Notes

## Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Incite, Ready, Search, Use an Object

## Bonus actions

Two-weapon attack

## Reactions

Opportunity attack







## Features

Armor NONE

Weapons DAGGERS, DARTS, SLINGS, QUARTER STAVES,  
LIGHT CROSS BOWS

### ☒ Unlimited use

FELINE INTUITION

DARKVISION

WELCOMING DARK

WILDERNESS CAT SCAR

### Tools & vehicles

### Languages

COMMON

FELINE

ELVISH

DWARVISH

### ☒ Regained with a short rest

### ☒ Regained with a long rest

ARCANE RECOVERY

## Resistances & immunities

Level

### Spells

1st ○○○○○

2nd ○○○○

3rd ○○○○

4th ○○○○

5th ○○○○

6th ○○

7th ○○

8th ○

9th ○





## Description

AGE: 4 MALE

GREY BENGAL WITH LARGE DARK SPOTS

QUICK YELLOW EYES

## Background

AWAKENED CAT

## Background feature & feats

AWAKENED CAT SENSE

## Story

## Soul



Awakening

### Ideal

THERE IS MUCH OUT THERE TO

LEARN, I INTEND TO USE THIS KNOWLEDGE TO MY ADVANTAGE

### Personality traits

I'M PRETTY MUCH THE PERFECT...

### Alignment

LAWFUL NEUTRAL

### Bond

ONCE CATS RULED THE WORLD, THEY CAN DO

SO AGAIN...

### Flaw

I WAS SUPERIOR...

### Handicaps

### Madnesses

### Corruption

1st ○○○○○○

2nd ○○○○○○

3rd ○○○○○○

4th ○○○○○○



# Possessions



## Equipment within arm's reach

QUARTERSTAFF

ARCANE FOCUS (EYE ON CHOKER)

SPELLBOOK (LEATHER, MATCHING SYMBOL)

Total load

☐ Encumbered

- Speed reduced by 10 feet

☐ Heavily encumbered

- Speed reduced by 20 feet; disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution

Carrying capacity



## Purse, treasure, barter goods

90 GOLD: 90

At the bottom of the bag, on a mount, etc.

BACKPACK

BOOK OF LORE

BOTTLE OF INK

INK PEN

10 SHEETS OF PARCHMENT

LITTLE BAG OF SAND

SMALL KNIFE





# Spellbook

Level Prepared Name Effects



☐ BLADE WARD

☐ RAY OF FROST

☐ PRESTIDIGITATION

☐ DANCING LIGHTS

☐

☐



☒ CHROMATIC ORB

☐ COMPREHEND LANGUAGES RITUAL

☐ FEATHER FALL

☐ MAGE ARMOUR

☐ TENSER'S FLOATING DISK RITUAL



☐ WITCH BOLT

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