

DUNGEONS & DRAGONS®

Theodore

COMPANION NAME

Ice Toad

Ketty

Large

CREATURE

BONDED TO

CREATURE SIZE

Unaligned

Beast

CREATURE ALIGNMENT

WEIGHT

CREATURE TYPE

☒ 30 Walk

☐ Fly

☒ 60 Swim

☐ Climb

☐ Burrow

SPEEDS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

+2

+1

+1

-4

0

-4

6

13

13

2

10

3

☐ +2 Strength

☐ +1 Dexterity

☐ +1 Constitution

☐ -4 Intelligence

☐ 0 Wisdom

☐ -4 Charisma

SAVING THROWS

16

ARMOR CLASS

SUCCESSSES

FAILURES

DEATH SAVES

hit dice 6d10

11

used

HIT POINTS

TEMPORARY HIT POINTS

I R V

☐ ☐ ☐ Bludgeoning

☐ ☐ ☐ Piercing

☐ ☐ ☐ Slashing

☒ ☐ ☐ Cold

☐ ☐ ☐ Fire

☐ ☐ ☐ Poison

☐ ☐ ☐ Acid

I R V

☐ ☐ ☐ Psychic

☐ ☐ ☐ Necrotic

☐ ☐ ☐ Radiant

☐ ☐ ☐ Lightning

☐ ☐ ☐ Thunder

☐ ☐ ☐ Force

DAMAGE IMMUNITIES, RESISTANCES & VULNERABILITIES

+1

INITIATIVE

☐ Blind

☐ Charm

☐ Deafen

☐ Frighten

☐ Grapple

☐ Incapacitate

☐ Paralyze

☐ Petrify

☐ Poison

☐ Prone

☐ Restrain

☐ Stun

CONDITION IMMUNITIES

☒ +3 Acrobatics (Dex)

☐ 0 Animal Handling (Wis)

☐ -4 Arcana (Int)

☐ +2 Athletics (Str)

☐ -4 Deception (Cha)

☐ -4 History (Int)

☐ 0 Insight (Wis)

☐ -4 Intimidation (Cha)

☐ -4 Investigation (Int)

☐ 0 Medicine (Wis)

☐ -4 Nature (Int)

☐ 0 Perception (Wis)

☐ -4 Performance (Cha)

☐ -4 Persuasion (Cha)

☐ -4 Religion (Int)

☐ +1 Sleight of Hand (Dex)

☐ +1 Stealth (Dex)

☐ 0 Survival (Wis)

SKILLS

☐ Blindsight

☒ 30ft Darkvision

☐ Tremorsense

☐ Truesight

SENSES

CURRENT CARRY LOAD

CARRYING CAPACITY

600 lbs

ARMOR

WEIGHT

AC

Chain Mail

110

16

43 days of rations - 36

50ft silk rope - 5

blanket, grappling hook - 4

miners pick, 50ft rope - 20

LOAD

NAME

ATK BONUS

DAMAGE TYPE

Bite

+4

1d10+2P+1d10Ps

Swallow

+4

3d6 acid

Bite - CC 13 strength save to be grappled

Swallows - if grappled, a small or smaller creature is swallowed (if the victim dies, the toad is bonded and returned to life that creature from a hole made 3ft acid damage a hole 4 ft in diameter.

ACTIONS

Amphibious - can breathe in air and water

standing leap - long jump is 30ft and high jump is 10ft by at least a running start.

TRAITS