FIRSTNAME LASTNAME

*Size Creature type, Alignment*



**Armor Class** x

**Hit Points** x (adb + c)

**Speed** x ft.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR**  x (+y) | **DEX**  x (+y) | **CON**  x (+y) | **INT**  x (+y) | **WIS**  x (+y) | **CHA**  x (+y) |



**Skills** Skill1 +x, Skill2 +y, Skill3 +z

**Senses** passive perception x

**Languages** Lang1, Lang2



***Ability.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

ACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Multiattack.*** Firstname makes two melee attacks.

***Attack1.*** *Melee weapon attack:* +x to hit, reach y ft., one target. Hit: x (adb + c) damtype damage.

***Attack2.*** *Ranged weapon attack:* +x to hit, reach y ft., one target. Hit: x (adb + c) damtype damage.

REACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Ability.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

ROLEPLAYING INFORMATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Ideal: “**Lorem ipsum dolor sit amet.”

**Bond:** “Consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.”

**Flaw: “**Ut enim ad minim veniam.”



FIRSTNAME LASTNAME

*Size Creature type, Alignment*



**Armor Class** x

**Hit Points** x (adb + c)

**Speed** x ft.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR**  x (+y) | **DEX**  x (+y) | **CON**  x (+y) | **INT**  x (+y) | **WIS**  x (+y) | **CHA**  x (+y) |



**Skills** Skill1 +x, Skill2 +y, Skill3 +z

**Senses** passive perception x

**Languages** Lang1, Lang2



***Spellcasting.*** Firstname is a xth-level spellcaster. Their spellcasting ability is Abilityname (Spell save DC x; +y to hit with spell). They have the following Class spells prepared:

Cantrips (at will): *spell1, spell2, spell3, spell4*

1st level (x slots): *spell5, spell6, spell7, spell8*

2nd level (x slots): *spell9, spell10, spell11*

3rd level (x slots): *spell12, spell13*

ACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Attack1.*** *Melee weapon attack:* +x to hit, reach y ft., one target. Hit: x (adb + c) damtype damage, or x (adb + c) damtype damage if used with two hands.

ROLEPLAYING INFORMATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Ideal: “**Lorem ipsum dolor sit amet.”

**Bond:** “Consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.”

**Flaw: “**Ut enim ad minim veniam.”



FIRSTNAME LASTNAME

*Size Creature type, Alignment*



**Armor Class** x (y reason)

**Hit Points** x (adb + c)

**Speed** x ft.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR**  x (+y) | **DEX**  x (+y) | **CON**  x (+y) | **INT**  x (+y) | **WIS**  x (+y) | **CHA**  x (+y) |



**Saving Throws** Save1 +x

**Skills** Skill1 +x, Skill2 +y, Skill3 +z

**Damage Resistances** resist1

**Senses** passive perception x

**Languages** Lang1, Lang2)



***Special Equipment.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit.

***Ability1.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

***Spellcasting.*** Firstname is a xth-level spellcaster. Their spellcasting ability is Abilityname (Spell save DC x; +y to hit with spell). They have the following Class spells prepared:

Cantrips (at will): *spell1, spell2, spell3, spell4*

1st level (x slots): *spell5, spell6, spell7, spell8*

2nd level (x slots): *spell9, spell10, spell11*

3rd level (x slots): *spell12, spell13, spell14*

4th level (x slots): *spell15, spell16*

5th level (x slots): *spell17*

***Ability2.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

***Ability3.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

ACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Multiattack.*** Firstname makes two melee attacks.

***Attack1.*** *Melee weapon attack:* +x to hit, reach y ft., one target. Hit: x (adb + c) damtype damage, or x (adb + c) damtype damage if used with two hands.

REACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Ability.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

ROLEPLAYING INFORMATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Ideal: “**Lorem ipsum dolor sit amet.”

**Bond:** “Consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.”

**Flaw: “**Ut enim ad minim veniam.”



FIRSTNAME LASTNAME

*Size Creature type, Alignment*



**Armor Class** x (y reason)

**Hit Points** x (adb + c)

**Speed** x ft.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR**  x (+y) | **DEX**  x (+y) | **CON**  x (+y) | **INT**  x (+y) | **WIS**  x (+y) | **CHA**  x (+y) |



**Saving Throws** Save1 +x, Save2 +y, Save3 +z

**Skills** Skill1 +x, Skill2 +y, Skill3 +z

**Damage Resistances** resist1, resist2

**Damage Immunities** immune1, immune2

**Condition Immunities** immune1, immune2, immune3

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Common, Celestial, Dwarven, Infernal

**Challenge** 17 (18,800 XP)



***Special Equipment.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit.

***Ability1.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

***Innate Spellcasting.*** Firstname’s innate spellcasting attribute is Abilityname (Spell save DC x; +y to hit with spell). They can innately cast the following spells, requiring no material components.

At will: *Spell1, Spell2, Spell3, Spell4*

3/day: *Spell5, Spell6, Spell7*

2/day: *Spell8, Spell9, Spell10*

1/day: *Spell11, Spell12, Spell13*

***Ability3.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

ACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Multiattack.*** Firstname makes two melee attacks and one abilityname attack.

***Attack1.*** *Melee weapon attack:* +x to hit, reach y ft., one target. Hit: x (adb + c) damtype damage, or x (adb + c) damtype damage if used with two hands plus x (adb) damtype2 damage.

***Ability.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

LEGENDARY\_ACTIONS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Firstname can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature’s turn. Firstname regains spent legendary actions at the start of his turn.

***Attack.*** Koschei makes one attack with Wrath.

***Ability1.*** Lorem ipsum dolor sit amet, consectetur adipiscing elit.

***Ability2 (costs 2 actions).*** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

FIRSTNAME’S LAIR

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LAIR\_ACTIONS\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

On initiative count 20 (losing initiative ties), Firstname takes a lair action to cause one of the following effects; Firstname can’t use the same effect two rounds in a row:

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• Morbi viverra metus elementum vulputate consequat. Duis id tristique ex, nec faucibus nulla. Duis malesuada tellus nec consequat imperdiet. In ornare enim tellus, sed imperdiet lorem rutrum ac. Cras mattis tristique sollicitudin. Curabitur sit amet nibh tortor. Maecenas imperdiet quis odio at dictum.

ROLEPLAYING INFORMATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Goals:** Donec facilisis justo vitae iaculis imperdiet. Donec sed lorem at dui condimentum dictum non ut neque. Sed mollis ipsum ut nulla efficitur bibendum. Nam sollicitudin vitae erat vulputate aliquam. Nam feugiat venenatis feugiat. Suspendisse potenti. Sed aliquam molestie ornare. Vivamus ultrices odio nulla, in ultricies lacus feugiat et. Maecenas et rutrum purus. Aenean viverra, erat quis pellentesque consectetur, eros sapien dapibus sapien, sed auctor est ante eu erat.

**Assets:** Praesent volutpat sapien sed justo sollicitudin feugiat. Nullam convallis risus quam, quis semper nisl auctor rutrum. Vivamus eget tempus elit, et volutpat sapien. Sed et libero eget dui ullamcorper consectetur. Integer finibus consequat odio. Morbi vel blandit dui. Mauris euismod est a dui fermentum luctus. Nulla tempus ligula elit, id sagittis nulla porttitor eu. Donec molestie eros metus, in porttitor lacus tincidunt eu. In facilisis nisi nunc, eget lacinia velit pretium sed. Nunc in ullamcorper nibh. Ut vel metus vitae ante posuere laoreet.

**Actions:** Proin facilisis ex at vestibulum volutpat. Cras nec enim vel nulla imperdiet posuere sit amet eget tortor. Pellentesque mattis dolor ac enim cursus gravida. Sed in erat gravida, blandit dui convallis, viverra urna. Curabitur tempus euismod purus. In hac habitasse platea dictumst. Quisque id mauris eget dui venenatis efficitur. Mauris a iaculis nisl. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Duis ornare feugiat elit.