

Grubeer

CHARACTER NAME

Wizard's Pet / Guard

BACKGROUND

3,000

EXPERIENCE

6,500

NEXT LEVEL

PLAYER NAME

v2.22



Monstrosity 4

CLASS

Shapechanger

SUBCLASS

Neutral

ALIGNMENT

RELIGION / PATRON / DEITY

4 Mimic

LEVEL RACE

Medium

SIZE

none

GENDER

2' 10"

HEIGHT

265 lb

WEIGHT

SKIN

EYES

HAIR

ABILITIES

PROFICIENCIES

HEALTH & ARMOR

Strength 15 +2

- +2 SAVING THROWS
+3 Athletics
0 lb Weight Carried
450 lb Max. Carry Weight
900 lb Push, Drag, Lift

Dexterity 8 -1

- 2 SAVING THROWS
+0 Acrobatics
+0 Sleight of Hand
+4 Stealth

Constitution 14 +2

- +4 SAVING THROWS
3 mins Hold Breath
3 rds Suffocating

Intelligence 17 +3

- +0 SAVING THROWS
+7 Arcana
+5 History
+4 Investigation
+4 Nature
+5 Religion

Wisdom 11 +0

- +0 SAVING THROWS
+1 Animal Handling
+1 Insight
+1 Medicine
+1 Perception
+1 Survival

Charisma 8 -1

- +1 SAVING THROWS
+6 Deception
+0 Intimidation
+0 Performance
+1 Persuasion

PROFICIENCY BONUS +2

WEAPONS

- All Simple
Unarmed strike
Long sword
Rapier
Short sword
Hand crossbow

ARMOR

Light

TOOLS

none

LANGUAGES

- Common
Draconic
Undercommon
Abyssal

ABILITY FEATURES

Adhesive (Object Form Only) - The mimic adheres to anything that touches it. Huge or smaller creature adhered to the mimic is grappled by it (escape DC 13). Ability checks to escape grapple have disadvantage.

Armor Class 12, Hit Points 61, Current Hit Points Temporary, Hit Dice 4d8, Death Saves DC 10

Armor table with columns: ARMOR, TYPE, DEX MOD, STRENGTH, STEALTH

Shield table with columns: SHIELD, ARMOR, PROPERTIES

Other table with columns: OTHER, ARMOR, PROPERTIES

Damage Resistance table with columns: DAMAGE RESISTANCE (Half Damage), DAMAGE REDUCTION

acid immunity (no dmg)

Conditions table with column: CONDITIONS

Prone (Immune)

Exhaustion table with column: EXHAUSTION LEVEL

Finishing a Long Rest reduces your Exhaustion Level by 1, provided you have also ingested some food and drink

ACTIONS

Move a distance up to your Speed and take one Action, a possible Bonus Action and one Reaction per turn

VISION & SENSES table with columns: VISION & SENSES, ACTION, BONUS ACTION

INITIATIVE table with column: INITIATIVE

SPEED table with column: SPEED

ATTACKS PER ACTION table with column: ATTACKS PER ACTION

ATTACK 1 table with columns: ATTACK 1, BONUS, DAMAGE, TYPE

ATTACK 2 table with columns: ATTACK 2, BONUS, DAMAGE, TYPE

ATTACK 3 table with columns: ATTACK 3, BONUS, DAMAGE, TYPE

ATTACK 4 table with columns: ATTACK 4, BONUS, DAMAGE, TYPE

ATTACK 5 table with columns: ATTACK 5, BONUS, DAMAGE, TYPE

ATTACK 6 table with columns: ATTACK 6, BONUS, DAMAGE, TYPE

PASSIVE PERCEPTION 11

PASSIVE INVESTIGATION 14

INSPIRATION

HERO POINTS 7 REMAINING

ACTIVE FEATURES

Table with columns: NAME, USAGE, DURATION, RECOVERY, USES, USED

EQUIPMENT WORN

HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY

EYES EYE LENSES OR GOGGLES

NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB

SHOULDERS CLOAK, CAPE OR MANTLE

RINGS RIGHT HAND

RINGS LEFT HAND

HANDS GLOVES OR GAUNTLETS

ARMS / WRISTS BRACERS OR BRACELETS

BODY ROBE OR SUIT OF ARMOR

TORSO VEST, VESTMENT, OR SHIRT

WAIST BELT OR GIRDLE

FEET BOOTS, SHOES, OR SLIPPERS