DUNGEONS & DRAGONS®

Emmat, Eater Of Bunnies

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragon	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +2 (14)

DEXTERITY +2 (15)

CONSTITUTION +3 (15)

INTELLIGENCE -1 (8)

WISDOM +0 (8)

CHARISMA +0 (10)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- ○ +2 Strength
- ◉ +4 Dexterity
- ◉ +5 Constitution
- ○ -1 Intelligence
- ○ +0 Wisdom
- ○ +0 Charisma

SKILLS

- ○ +2 Acrobatics (Dex)
- ○ +0 Animal Handling (Wis)
- ◉ +1 Arcana (Int)
- ○ +2 Athletics (Str)
- ○ +0 Deception (Cha)
- ◉ +1 History (Int)
- ◉ +2 Insight (Wis)
- ◉ +2 Intimidation (Cha)
- ◉ +1 Investigation (Int)
- ○ +0 Medicine (Wis)
- ○ -1 Nature (Int)
- ○ +0 Perception (Wis)
- ○ +0 Performance (Cha)
- ○ +0 Persuasion (Cha)
- ○ -1 Religion (Int)
- ○ +2 Sleight of Hand (Dex)
- ○ +2 Stealth (Dex)
- ◉ +2 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+2 INITIATIVE

40Ft SPEED

Hit Point Maximum 13

13 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10+3 HIT DICE

SUCCESSES ○○○ FAILURES ○○○ DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Bite		1d6

ATTACKS & SPELLCASTING

Languages:Aarakocra, Auran, Common, Undercommon, Halfling,

Proficiencies:Arcana

Eidolons are proficient in the whatever skills the summoner is proficient in.

OTHER PROFICIENCIES & LANGUAGES

CP N/A N/A

SP N/A

EP N/A

GP N/A

PP N/A

EQUIPMENT

Appearance:
Gold Dragon

Eidolon:
Treated as a summoned creature, except that they are not sent back to their home plane until reduced to zero hit points. Can also touch and attack creatures warded by effects that prevent contact with summoned creatures.

Can be summoned with "Summon Eidolon", which takes one minute and can only be used once per long rest.The Eidolon is summoned with a number of hit points equal to its hit point total the last time the Eidolon was dismissed, unless the Summoner has taken a short or long rest, in which case the Eidolon is at its maximum hit points.

If an Eidolon is reduced to 0 hit points, it is immediately banished, and cannot be summoned again until the Summoner has finished a long rest.

The Eidolon also bears a glowing rune that is identical to a rune that appears on the Summoner as long as the Eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance.

Eidolons are "monstrosities" for the purpose of determining which spells affect them.

FEATURES & TRAITS

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CHARACTER NAME

0		
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Summoner's Bond:
Due to the nature of the summoning, eidolons are resistant to attempts to control the eidolon's movement, mind or attacking abilities. This gives the eidolon advantage on rolls against fear and charm effects, and any effects that can be shrugged off by self harming actions will also be ended when the eidolon is commanded to harm their summoner.

Eidolon Base Form:
Quadruped

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

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