



DUNGEONS &amp; DRAGONS®

COMPANION NAME

CREATURE

BONDED TO

CREATURE SIZE

CREATURE ALIGNMENT

WEIGHT

CREATURE TYPE

- Walk
  - Fly
  - Swim
  - Climb
  - Burrow
- SPEEDS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- Strength
  - Dexterity
  - Constitution
  - Intelligence
  - Wisdom
  - Charisma
- SAVING THROWS

SUCCESSES  
FAILURES  
DEATH SAVES

- | I                        | R                        | V                        | Bludgeoning |
|--------------------------|--------------------------|--------------------------|-------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Piercing    |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Slashing    |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Cold        |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Fire        |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Poison      |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Acid        |

- | I                        | R                        | V                        | Psychic   |
|--------------------------|--------------------------|--------------------------|-----------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Necrotic  |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Radiant   |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Lightning |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Thunder   |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Force     |

DAMAGE IMMUNITIES,  
RESISTANCES & VULNERABILITIES

INITIATIVE

HIT POINTS

PASSIVE WISDOM (PERCEPTION)

- |                                       |                                   |
|---------------------------------------|-----------------------------------|
| <input type="checkbox"/> Blind        | <input type="checkbox"/> Paralyze |
| <input type="checkbox"/> Charm        | <input type="checkbox"/> Petrify  |
| <input type="checkbox"/> Deafen       | <input type="checkbox"/> Poison   |
| <input type="checkbox"/> Frighten     | <input type="checkbox"/> Prone    |
| <input type="checkbox"/> Grapple      | <input type="checkbox"/> Restrain |
| <input type="checkbox"/> Incapacitate | <input type="checkbox"/> Stun     |
- CONDITION IMMUNITIES

TEMPORARY HIT POINTS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)

- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)

- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

- Blindsight
- Darkvision
- Tremorsense
- Truesight

SENSES

CURRENT CARRY LOAD

CARRYING CAPACITY

ARMOR

WEIGHT

AC

LOAD

NAME

ATK BONUS

DAMAGE/TYPE

ACTIONS

TRAITS