

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



ARMOR CLASS

SUCCESSSES

FAILURES

DEATH SAVES

I R V Bludgeoning

☐ ☐ ☐ Piercing

☐ ☐ ☐ Slashing

☐ ☐ ☐ Cold

☐ ☐ ☐ Fire

☐ ☐ ☐ Poison

☐ ☐ ☐ Acid

I R V Psychic

☐ ☐ ☐ Necrotic

☐ ☐ ☐ Radiant

☐ ☐ ☐ Lightning

☐ ☐ ☐ Thunder

☐ ☐ ☐ Force

DAMAGE IMMUNITIES,
RESISTANCES & VULNERABILITIES

INITIATIVE

☐ Blind

☐ Charm

☐ Deafen

☐ Frighten

☐ Grapple

☐ Incapacitate

☐ Paralyze

☐ Petrify

☐ Poison

☐ Prone

☐ Restrain

☐ Stun

CONDITION IMMUNITIES

HIT POINTS

TEMPORARY HIT POINTS

PASSIVE WISDOM (PERCEPTION)

☐ _____ 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