



## COMPANION SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR	SPEED LAND	FT., BASE SPEED	SQ., WITH ARMOR	FT., MANEUVERABILITY	FT., SWIM	FT., CLIMB	FT., BURROW	TEMP MODIFIERS	
<b>STR</b> STRENGTH					WOUNDS/CURRENT HP											
<b>DEX</b> DEXTERITY																
<b>CON</b> CONSTITUTION																
<b>INT</b> INTELLIGENCE																
<b>WIS</b> WISDOM																
<b>CHA</b> CHARISMA																
<b>AC</b> ARMOR CLASS	$\square = 10 + \square + \square + \square + \square + \square + \square + \square$	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER								
<b>TOUCH</b> ARMOR CLASS	$\square$	<b>FLAT-FOOTED</b> ARMOR CLASS							MODIFIERS							
SAVING THROWS					TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS					
<b>FORTITUDE</b> (CONSTITUTION)	$\square = \square + \square + \square + \square + \square$															
<b>REFLEX</b> (DEXTERITY)	$\square = \square + \square + \square + \square + \square$															
<b>WILL</b> (WISDOM)	$\square = \square + \square + \square + \square + \square$															
<b>BASE ATTACK BONUS</b>					$\square$	<b>SPELL RESISTANCE</b>			$\square$							
<b>CMB</b>					$\square = \square + \square + \square + \square$	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIERS						
<b>CMD</b>					$\square = \square + \square + \square + \square + 10$	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER						
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**ANIMAL COMPANION CLASS SKILLS:** ACROBATICS, CLIMB, FLY,  
PERCEPTION, STEALTH, SWIM

**EIDOLON CLASS SKILLS:** BLUFF, CRAFT, KNOWLEDGE (PLANES),  
PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE

## LANGUAGES:

## EQUIPPED MAGIC ITEMS

SUMMONER?		SUMMONER?		SUMMONER?	
ARMOR	<input checked="" type="checkbox"/> _____	FEET	<input type="checkbox"/> _____	RING	<input type="checkbox"/> _____
BELT	<input type="checkbox"/> _____	HANDS	<input type="checkbox"/> _____	RING	<input type="checkbox"/> _____
BODY	<input type="checkbox"/> _____	HEAD	<input type="checkbox"/> _____	SHIELD	<input type="checkbox"/> _____
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GEAR

## FEATS

EVOLUTIONS

## EVOLUTION POINTS

COST

## SPECIAL ABILITIES AND TRICKS

## **DESCRIPTION**

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## EIDOLON MAX ATTACKS

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