

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 SAVED

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