

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

HIT POINTS

TEMPORARY HIT POINTS

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

☐ \_\_\_\_\_ 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