



COMPANION



NAME

CREATURE

BONDED TO

CREATURE SIZE

ALIGNMENT

WEIGHT

CREATURE TYPE

INSPIRATION

PROFICIENCY

PASSIVE
PERCEPTION

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

ARMOR
CLASS

INITIATIVE

CARRYING
CAPACITY

TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS

TOTAL

d

USED

DEATH SAVED

WALK

BLINDSIGHT

FLY

DARKVISION

SWIM

TREMORSENSE

CLIMB

TRUESIGHT

BURROW

WEAPON

ATK

DMG / EFFECT

ACTIONS

FEATURES & TRAITS

I R V

- BLUDGEONING
- PIERCING
- SLASHING
- COLD
- FIRE
- POISON
- ACID

I R V

- PSYCHIC
- NECROTIC
- RADIANT
- LIGHTNING
- THUNDER
- FORCE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

ITEM

CARRYING

WT

ITEM

WT

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED