

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 <input type="checkbox"/> R <input type="checkbox"/> V <input type="checkbox"/>	Bludgeoning	I <input type="checkbox"/> R <input type="checkbox"/> V <input type="checkbox"/>	Psychic
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Piercing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Necrotic
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Slashing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Radiant
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cold	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lightning
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Thunder
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Poison	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Force
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Acid	DAMAGE IMMUNITIES, RESISTANCES & VULNERABILITIES	

INITIATIVE

HIT POINTS

<input type="checkbox"/> Blind	<input type="checkbox"/> Paralyze
<input type="checkbox"/> Charm	<input type="checkbox"/> Petrify
<input type="checkbox"/> Deafen	<input type="checkbox"/> Poison
<input type="checkbox"/> Frighten	<input type="checkbox"/> Prone
<input type="checkbox"/> Grapple	<input type="checkbox"/> Restrain
<input type="checkbox"/> Incapacitate	<input type="checkbox"/> Stun

CONDITION IMMUNITIES

TEMPORARY HIT POINTS

PASSIVE WISDOM (PERCEPTION)

<input type="checkbox"/> _____ Acrobatics (Dex)	<input type="checkbox"/> _____ Insight (Wis)	<input type="checkbox"/> _____ Performance (Cha)
<input type="checkbox"/> _____ Animal Handling (Wis)	<input type="checkbox"/> _____ Intimidation (Cha)	<input type="checkbox"/> _____ Persuasion (Cha)
<input type="checkbox"/> _____ Arcana (Int)	<input type="checkbox"/> _____ Investigation (Int)	<input type="checkbox"/> _____ Religion (Int)
<input type="checkbox"/> _____ Athletics (Str)	<input type="checkbox"/> _____ Medicine (Wis)	<input type="checkbox"/> _____ Sleight of Hand (Dex)
<input type="checkbox"/> _____ Deception (Cha)	<input type="checkbox"/> _____ Nature (Int)	<input type="checkbox"/> _____ Stealth (Dex)
<input type="checkbox"/> _____ History (Int)	<input type="checkbox"/> _____ Perception (Wis)	<input type="checkbox"/> _____ Survival (Wis)

SKILLS

_____ Blindsight

_____ Darkvision

_____ Tremorsense

_____ Truesight

SENSES

CURRENT CARRY LOAD	CARRYING CAPACITY
ARMOR	WEIGHT AC

LOAD

NAME	ATK BONUS	DAMAGE/TYPE

ACTIONS

TRAITS