COMPANION

NAME

CREATURE | BONDED TO | CREATURE SIZE

ALIGNMENT | WEIGHT | CREATURE TYPE

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

RUN | CLIMB | SWIM | FLY

TEMPORARY HP

CURRENT HIT POINTS

BUFFS, DEBUFFS, & CONDITIONS

HIT DIE

d

TOTAL | USED

DEATH SAVES

I R V	I R V	I R V
○○○ BLUDG.	○○○ POISON	○○○ RADIANT
○○○ PIERCING	○○○ ACID	○○○ LIGHTNING
○○○ SLASHING	○○○ PSYCHIC	○○○ THUNDER
○○○ COLD	○○○ NECROTIC	○○○ FORCE
○○○ FIRE		

IMMUNITIES, RESISTANCES, & VULNERABILITIES

BLINDSIGHT | DARKVISION | TRUESIGHT | TREMORSENSE

WEAPON	ATK	DMG / EFFECT	
			S P B
			S P B
			S P B
			S P B
			S P B
			S P B

ACTIONS

FEATURES & TRAITS

COMPANION APPEARANCE

CARRYING

ITEM	WT	ITEM	WT	ITEM	WT

TOTAL WEIGHT _____ ENCUMBERED _____ HEAVILY ENCUMBERED _____