

COMPANION NAME \_\_\_\_\_

BASE ANIMAL \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

TYPE \_\_\_\_\_ SIZE \_\_\_\_\_ CHALLENGE RATING \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

PROFICIENCY BONUS

- \_\_\_ Strength
  - \_\_\_ Dexterity
  - \_\_\_ Constitution
  - \_\_\_ Intelligence
  - \_\_\_ Wisdom
  - \_\_\_ Charisma
- SAVING THROWS

- \_\_\_ 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

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS \_\_\_\_\_

TEMPORARY HIT POINTS \_\_\_\_\_

Total \_\_\_\_\_

HIT DICE \_\_\_\_\_

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES \_\_\_\_\_

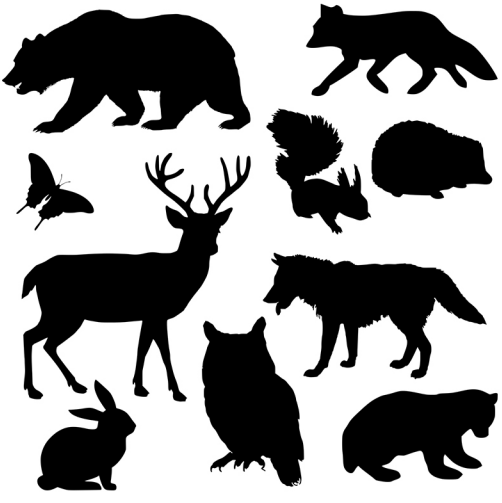
ARMOR CLASS \_\_\_\_\_

INITIATIVE \_\_\_\_\_

SPEED \_\_\_\_\_

OTHER SPEEDS \_\_\_\_\_

SPECIAL SENSES \_\_\_\_\_



PERSONALITY TRAITS \_\_\_\_\_

IDEALS \_\_\_\_\_

BONDS \_\_\_\_\_

FLAWS \_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE

PASSIVE WISDOM (PERCEPTION) \_\_\_\_\_

ANIMAL FEATURES (KEEN SMELL, PACK TACTICS ETC) \_\_\_\_\_

EXTRAS (BARDING, EQUIPMENT, NOTES ETC) \_\_\_\_\_