

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

SUCCESSSES

FAILURES

DEATH SAVES

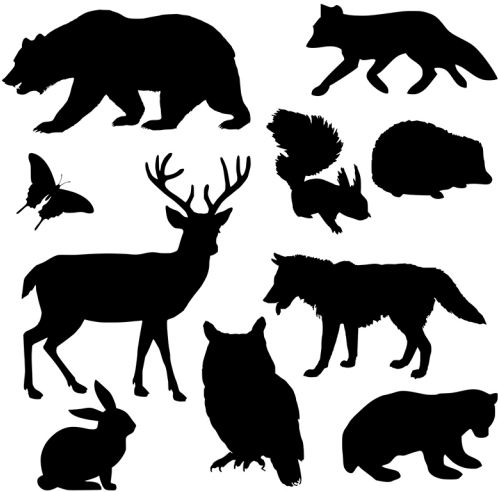
ARMOR CLASS

INITIATIVE

SPEED

OTHER SPEEDS

SPECIAL SENSES



PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

NAME	ATK BONUS	DAMAGE/TYPE

ANIMAL FEATURES (KEEN SMELL, PACK TACTICS ETC)

EXTRAS (BARDING, EQUIPMENT, NOTES ETC)