



COMPANION SHEET

CREATURE NAME _____ ALIGNMENT _____ MASTER _____
BASE ANIMAL / FORM _____ HIT DICE _____ MASTER LEVEL _____
TYPE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | HP HIT POINTS | TOTAL | DR | SPEED LAND | FT. | SQ. | FT. | SQ. | TEMP MODIFIERS |
|-----------------------------|---------------|------------------|-----------------|---------------|------------------|-------|----|---------------|-----|-----|-----|-----|----------------|
| STR STRENGTH | | | | | | | | | | | | | |
| DEX DEXTERITY | | | | | | | | | | | | | |
| CON CONSTITUTION | | | | | | | | | | | | | |
| INT INTELLIGENCE | | | | | | | | | | | | | |
| WIS WISDOM | | | | | | | | | | | | | |
| CHA CHARISMA | | | | | | | | | | | | | |
| AC ARMOR CLASS | | | | | | | | | | | | | |
| TOUCH ARMOR CLASS | | | | | | | | | | | | | |
| FLAT-FOOTED ARMOR CLASS | | | | | | | | | | | | | |
| SAVING THROWS | | | | | | | | | | | | | |
| FORTITUDE (CONSTITUTION) | | | | | | | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | | | | | | | |
| WILL (WISDOM) | | | | | | | | | | | | | |
| BASE ATTACK BONUS | | | | | | | | | | | | | |
| CMB | | | | | | | | | | | | | |
| CMD | | | | | | | | | | | | | |
| ATTACK | | | | | | | | | | | | | |
| ATTACK BONUS | | | | | | | | | | | | | |
| CRITICAL | | | | | | | | | | | | | |
| DAMAGE | | | | | | | | | | | | | |
| ATTACK | | | | | | | | | | | | | |
| ATTACK BONUS | | | | | | | | | | | | | |
| CRITICAL | | | | | | | | | | | | | |
| DAMAGE | | | | | | | | | | | | | |
| ATTACK | | | | | | | | | | | | | |
| ATTACK BONUS | | | | | | | | | | | | | |
| CRITICAL | | | | | | | | | | | | | |
| DAMAGE | | | | | | | | | | | | | |
| ATTACK | | | | | | | | | | | | | |
| ATTACK BONUS | | | | | | | | | | | | | |
| CRITICAL | | | | | | | | | | | | | |
| DAMAGE | | | | | | | | | | | | | |

HP HIT POINTS

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER

AC ARMOR CLASS

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

SAVING THROWS

FORTITUDE (CONSTITUTION)

REFLEX (DEXTERITY)

WILL (WISDOM)

BASE ATTACK BONUS

CMB

CMD

ATTACK

ATTACK BONUS

CRITICAL

DAMAGE

ATTACK

ATTACK BONUS

CRITICAL

DAMAGE

ATTACK

ATTACK BONUS

CRITICAL

DAMAGE

ATTACK

ATTACK BONUS

CRITICAL

DAMAGE

SPEED

LAND

FT.

SQ.

FT.

SQ.

TEMP MODIFIERS

BASE SPEED

WITH ARMOR

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC MOD.

☐ ACROBATICS

☐ APPRAISE

☐ BLUFF

☐ CLIMB

☐ CRAFT

☐ CRAFT

☐ CRAFT

☐ DIPLOMACY

☐ DISABLE DEVICE*

☐ DISGUISE

☐ ESCAPE ARTIST

☐ FLY

☐ HANDLE ANIMAL*

☐ HEAL

☐ INTIMIDATE

☐ KNOWLEDGE (ARCANA)*

☐ KNOWLEDGE (DUNGEONEERING)*

☐ KNOWLEDGE (ENGINEERING)*

☐ KNOWLEDGE (GEOGRAPHY)*

☐ KNOWLEDGE (HISTORY)*

☐ KNOWLEDGE (LOCAL)*

☐ KNOWLEDGE (NATURE)*

☐ KNOWLEDGE (NOBILITY)*

☐ KNOWLEDGE (PLANES)*

☐ KNOWLEDGE (RELIGION)*

☐ LINGUISTICS*

☐ PERCEPTION

☐ PERFORM

☐ PERFORM

☐ PROFESSION*

☐ PROFESSION*

☐ RIDE

☐ SENSE MOTIVE

☐ SLEIGHT OF HAND*

☐ SPELLCRAFT*

☐ STEALTH

☐ SURVIVAL

☐ SWIM

☐ USE MAGIC DEVICE*

☒ CLASS SKILL * TRAINED ONLY

EQUIPPED MAGIC ITEMS

| | | | | | |
|-------|---|----------|------------------------------------|-----------|------------------------------------|
| ARMOR | <input checked="" type="checkbox"/> SUMMONER? | FEET | <input type="checkbox"/> SUMMONER? | RING | <input type="checkbox"/> SUMMONER? |
| BELT | <input type="checkbox"/> | HANDS | <input type="checkbox"/> | RING | <input type="checkbox"/> |
| BODY | <input type="checkbox"/> | HEAD | <input type="checkbox"/> | SHIELD | <input type="checkbox"/> |
| CHEST | <input type="checkbox"/> | HEADBAND | <input type="checkbox"/> | SHOULDERS | <input type="checkbox"/> |
| EYES | <input type="checkbox"/> | NECK | <input type="checkbox"/> | WAIST | <input type="checkbox"/> |

GEAR

[illegible]

FEATS

SPECIAL ABILITIES AND TRICKS

SPECIAL ABILITIES AND TRICKS

EVOLUTIONS

[illegible]

DESCRIPTION

| | | | |
|----------------|--------------------------|--------------------|--------------------------|
| LIGHT LOAD | <input type="checkbox"/> | LIFT OVER HEAD | <input type="checkbox"/> |
| MEDIUM LOAD | <input type="checkbox"/> | LIFT OFF GROUND | <input type="checkbox"/> |
| HEAVY LOAD | <input type="checkbox"/> | DRAG OR PUSH | <input type="checkbox"/> |