

# Upheaval Animal Companion Character Sheet

NAME \_\_\_\_\_ PLAYER \_\_\_\_\_ HIT POINTS \_\_\_\_\_

SPECIES \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ SIZE \_\_\_\_\_ WEIGHT \_\_\_\_\_ HEIGHT \_\_\_\_\_ SPEED \_\_\_\_\_

ARMOR CLASS		
Flat-Footed AC		Touch AC

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	SAVING THROW	RANKS
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## ATTACKS

<b>COMBAT BONUS</b> <input type="text"/>	<b>INITIATIVE</b> <input type="text"/>	<b>SPELL ATTACK</b> <input type="text"/>
<b>STR ATTACK BONUS</b> <input type="text"/>	<b>DEX ATTACK BONUS</b> <input type="text"/>	

ATTACK NAME	ATTACK BONUS	DAMAGE	RANGE/REACH

SKILLS	
Score	Skill Name
<input type="text"/>	Acrobatics (Dex)
<input type="text"/>	Athletics (Str)
<input type="text"/>	Intimidation (Cha)
<input type="text"/>	Perception (Wis)
<input type="text"/>	Stealth (Dex)
<input type="text"/>	Nature (Wis)

### TRICKS

### SPECIAL ABILITIES