

Creature Name		Age		Creature Level	Ranks	Level Adjustment
		Weight				
		lb		Effective Level		Hit die
		Height				d
Creature Type Subtype						
Gender						

Size Modifier				<b>SKILLS</b>			
<b>ABILITIES</b>						Ranks	Misc
Ability Score	Item Bonus	Ability Modifier	Temp Bonus				
<b>STR</b>	<div></div>	<b>STR</b>	<div></div>				
<b>DEX</b>	<div></div>	<b>DEX</b>	<div></div>				
<b>CON</b>	<div></div>	<b>CON</b>	<div></div>				
<b>INT</b>	<div></div>	<b>INT</b>	<div></div>				
<b>WIS</b>	<div></div>	<b>WIS</b>	<div></div>				
<b>CHA</b>	<div></div>	<b>CHA</b>	<div></div>				
Ability Modifier = (Total Ability Score - 10) ÷ 2							
<b>EQUIPMENT</b>							

PORTRAIT	
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FEATS & SPECIAL ABILITIES	
TRAINING	

ATTACKS			
Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range				Attack Bonus	Damage	Critical
ft	sq					

Range		Attack Bonus	Damage	Critical
ft	sq			

HEALTH			
HIT POINTS	Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> Unconscious
hp		hp	hp

SAVES			
	Base Save	Misc	Temp
1	1	0	0
2	2	0	0
3	3	0	0
4	4	0	0
5	5	0	0
6	6	0	0
7	7	0	0
8	8	0	0
9	9	0	0
10	10	0	0
11	11	0	0
12	12	0	0
13	13	0	0
14	14	0	0
15	15	0	0
16	16	0	0
17	17	0	0
18	18	0	0
19	19	0	0
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29	29	0	0
30	30	0	0
31	31	0	0
32	32	0	0
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36	36	0	0
37	37	0	0
38	38	0	0
39	39	0	0
40	40	0	0
41	41	0	0
42	42	0	0
43	43	0	0
44	44	0	0
45	45	0	0
46	46	0	0
47	47	0	0
48	48	0	0
49	49	0	0
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87	87	0	0
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89	89	0	0
90	90	0	0
91	91	0	0
92	92	0	0
93	93	0	0
94	94	0	0
95	95	0	0
96	96	0	0
97	97	0	0
98	98	0	0
99	99	0	0
100	100	0	0

**FORTITUDE SAVE**

**FORT** = **CON** + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX SAVE**

**REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_

**WILL SAVE**

**WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_

## EFFECTS

[illegible]

INITIATIVE	
INITIATIVE BONUS	Misc
INIT = DEX +	

SPEED					
BASIC SPEED		Swim Speed		Fly Speed	
ft	sq	ft	sq	ft	sq

BASE ATTACK		
BASE ATTACK	Temp Attack	Temp Damage
	+	+

GRAPPLE			
	Size Modifier	Misc	
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div>	= Base Attack	+ STR + x 4 +	

ARMOUR CLASS			
ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier

**ARMOUR CLASS**

**AC** = **10 + DEX** + \_\_\_\_\_ - \_\_\_\_\_ + \_\_\_\_\_

**FLAT-FOOTED ARMOUR CLASS**

**AC** = **10** / + \_\_\_\_\_ - \_\_\_\_\_ + \_\_\_\_\_

**TOUCH ARMOUR CLASS**

**AC** = **10 + DEX** / - \_\_\_\_\_ + \_\_\_\_\_

Temp AC	Spell Resistance	Damage Reduction
AC		/

## SPECIAL ABILITIES
