FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name _____

Age _____

Creature Level [____]

Creature Type _____ Subtype _____

Weight _____ lb Height _____ ft

HIT DICE _____ d

Gender ___

Size Modifier ___

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR	___	___	STR	___
DEX	___	___	DEX	___
CON	___	___	CON	___
INT	___	___	INT	___
WIS	___	___	WIS	___
CHA	___	___	CHA	___

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

PORTRAIT

SKILLS

	Ranks	Misc

FEATS & SPECIAL ABILITIES

TRAINING

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

[____] hp _____ hp _____ hp

COMBAT

INITIATIVE BONUS Misc

INIT = DEX + ___

BASE ATTACK Temp Attack Temp Damage

[____] [+] [+]

BASIC SPEED Swim Speed Fly Speed

___ ft ___ sq ___ ft ___ sq ___ ft ___ sq

Climb Speed Burrow Speed Temp Speed

___ ft ___ sq ___ ft ___ sq ___ ft ___ sq

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Size Modifier Misc

CMB = Base Attack + STR − 🧍 + ___

COMBAT MANEUVER DEFENSE

		Dodge Modifier	Deflection Modifier	Base Attack Bonus	Size Modifier	Misc	Morale Bonus

CMD = 10 + STR + DEX + ___ + ___ + BAB − 🧍 + ___ + [+]

ATTACKS

Range	Attack Bonus	Damage	Critical
___ ft ___ sq	( )		

Range	Attack Bonus	Damage	Critical
___ ft ___ sq	( )		

Range	Attack Bonus	Damage	Critical
___ ft ___ sq	( )		

Ammo #

DEFENSE

			Armor & Shield	Size Modifier	Misc

ARMOR CLASS

AC = 10 + DEX + ___ + 🧍 + ___

FLAT-FOOTED ARMOR CLASS

AC = 10 / ___ + ___ + 🧍 + ___

TOUCH ARMOR CLASS

AC = 10 + DEX / ___ + 🧍 + ___

Temp AC Spell Resistance Damage Reduction

AC [____] ___ / ___

SAVING THROWS

		Base Save	Misc	Temp

FORTITUDE SAVE

FORT = CON + ___ + ___ [____]

REFLEX SAVE

REF = DEX + ___ + ___ [____]

WILL SAVE

WILL = WIS + ___ + ___ [____]

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS