FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE HEALTH Non-lethal Unconscious Creature Name HIT POINTS Wounds □ Dying ☐ Stable Creature Level hp hp hp (Creature Type Subtype Weight Height ft HILL **ATTACKS** COMBAT lb **INITIATIVE BONUS** SKILLS = DEX + Ranks Attack Bonus Damage Critical Range BASE ATTACK Temp Attack Temp Damage ft sq **ABILITIES** BASIC SPEED Swim Speed Fly Speed Ability Ability Item Temp Attack Bonus Damage Critical Modifier Score Bonus Bonus Range ft sq ft sq ft sq STR ft sq Climb Speed Burrow Speed Temp Speed DEX ft sq ft sq ft sq Attack Bonus Critical Damage CON **COMBAT MANOEUVRES** Range COMBAT MANOEUVRE ft sq INT BONUS Modifier Ammo **WIS CHA** COMBAT MANOEUVRE Dodge Deflection Base Size Morale DEFENCE Modifier Modifier Attack Bonus Modifier Bonus Ability Modifier = (Total Ability Score - 10) ÷ 2 CMD = 10 + STR + DEX ++**EQUIPMENT** DEFENCE **SAVING THROWS** Armour Size Misc Base Save Misc Modifier FORTITUDE SAVE ARMOUR CLASS & Shield FORT = CON+ = 10 + DEX +FLAT-FOOTED ARMOUR CLASS REFLEX SAVE **FEATS & SPECIAL ABILITIES** = 10 REF = DEX+ **TOUCH ARMOUR CLASS** WILL SAVE **PORTRAIT** = 10 + DEX WILL = WIS+ Temp AC Spell Resistance Damage Reduction □ Evasion □ Endurance AC **COMBAT ABILITIES EFFECTS**