# FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name | Age | Creature Level

Creature Type | Subtype | Weight lb | Height ft | HIT DICE d

GOOD LAWFUL CHAOTIC EVIL

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 hp | Wounds ☐ Dying ☐ Stable hp | Non-lethal ☐ Unconscious hp

## COMBAT

INITIATIVE BONUS | Misc

INIT = DEX +

BASE ATTACK | Temp Attack + | Temp Damage +

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

Climb Speed ft sq | Burrow Speed ft sq | Temp Speed ft sq

## COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS | Size Modifier | Misc

CMB = Base Attack + STR − +

COMBAT MANOEUVRE DEFENCE | Dodge Modifier | Deflection Modifier | Base Attack Bonus | Size Modifier | Misc | Morale Bonus

CMD = 10 + STR + DEX + + + BAB − + +

## ATTACKS

Range ft sq | Attack Bonus | Damage | Critical

Range ft sq | Attack Bonus | Damage | Critical

Range ft sq | Attack Bonus | Damage | Critical

Ammo #

## DEFENCE

ARMOUR CLASS | Armour & Shield | Size Modifier | Misc

AC = 10 + DEX + + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + +

TOUCH ARMOUR 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