

FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name

Age

Creature Level

Ranks

Level Adjustment

Creature Type

Subtype

Weight

lb

Effective Level

Hit die

God

Angel

Dragon

Elf

♀

♂

Gender

Size Modifier

SKILLS

Ranks

Misc

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

FEATS & SPECIAL ABILITIES

TRAINING

ATTACKS

Range

Attack Bonus

Damage

Critical

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

GRAPPLE BONUS

Size Modifier

Misc

Base Attack

STR

x 4

+

HEALTH

HIT POINTS

Wounds

Dying

Stable

Non-lethal

Unconscious

hp

hp

hp

SAVES

Base Save

Misc

Temp

FORTITUDE SAVE

FORT

CON

+

REFLEX SAVE

REF

DEX

+

WILL SAVE

WILL

WIS

+

ARMOR CLASS

Natural Armor

Size Modifier

Misc Modifier

AC

10

+

DEX

+

FLAT-FOOTED ARMOR CLASS

AC

10

/

+

TOUCH ARMOR CLASS

AC

10

+

DEX

/

+

EFFECTS

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES