FAMI	LIAR	/ ANIN	IAL CO	OMPAN	ION /	MOUNT /	SUMMON	ED CREAT	TURE		×	H	EALTH			,
Creature	Name						Age	Creatu Lev		7	HIT POINTS Wounds		□ D;	ying   Stable	Non-lethal	Unconscio
	Cro	eature Type		Subtype		Weight	Height			_	hp			hp		hp
ego (	AMPUL	outure Type		o as typo		Weight	lb	ft HITT	d		COMBAT			ATTACK	S	,
		1	יון ווין	Gender Size Modifier			SKILLS	Ranks	Misc		INITIATIVE BONUS Misc  INIT = DEX +  BASE ATTACK Temp Attack Temp	Damage Ra	nge ft	Attack Bonus	Damage	Critical
STR DEX CON	Ability Score	ABILITI Item Bonus	Ability Modifier  STR  DEX  CON	Temp Bonus							ft sq ft sq ft Sq Climb Speed Burrow Speed Temp	peed Ra Speed T sq	nge ft	Attack Bonus	Damage	Critical
INT WIS			INT WIS								COMBAT MANOEUVRE BONUS  CMB =	Misc	_	sq #		
Ability		 = (Total Abili EQUIPMI									COMBAT MANOEUVRE DEFENCE  CMD = 10 + STR + DEX DEFENCE	Dodge Modifier	Deflection Modifier	Base Size Attack Bonus Modifi  + BAB -		Morale Bonus
		PORTRA	ıT		TRAINING	FEATS 8	& SPECIAL A	ABILITIES			ARMOUR CLASS  AC = 10 + DEX +  FLAT-FOOTED ARMOUR CLASS  AC = 10 / +  TOUCH ARMOUR CLASS  AC = 10 + DEX /  Temp AC Spell Resistance Damage Rec  AC /  COMBAT ABILI	H Modifier  +  +  uction	Misc + + - + +	FORTITUDE SAVE FORT = CON + REFLEX SAVE REF = DEX + WILL SAVE WILL = WIS + □ Evasion □ Endura	ase Save Mis  +  +  +  ince	
					TRAII											