FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name

Age

Creature Level | Ranks | Level Adjustment

Creature Type | Subtype

Weight

lb

Effective Level

Hit die

d

Height

LAWFUL GOOD 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

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

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 +	+	

EFFECTS

ARMOR CLASS

	Natural Armor	Size Modifier	Misc Modifier
ARMOR CLASS	AC = 10 + DEX +	−	+
FLAT-FOOTED ARMOR CLASS	AC = 10 / +	−	+
TOUCH ARMOR CLASS	AC = 10 + DEX /	−	+

Temp AC | Spell Resistance | Damage Reduction

AC | /

SPECIAL ABILITIES