

[illegible]

## ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
<b>STR</b>	_____	_____	<b>STR</b>	_____	<b>STR</b>
<b>DEX</b>	_____	_____	<b>DEX</b>	_____	<b>DEX</b>
<b>CON</b>	_____	_____	<b>CON</b>	_____	<b>CON</b>
<b>INT</b>	_____	_____	<b>INT</b>	_____	<b>INT</b>
<b>WIS</b>	_____	_____	<b>WIS</b>	_____	<b>WIS</b>
<b>CHA</b>	_____	_____	<b>CHA</b>	_____	<b>CHA</b>

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

## EVOLUTIONS

[illegible]

Name

Subtype

Size

Size

Base Form

Hit Dice

### Base Attack

Max

Skill

## Feats

d10

**EVOLUTION  
POOL**

Armor  
Bonus

Armed  
Bond

(Good)

Saves

(Bad)

Good saves:  
☐ **FORT**

☐ FOR1  
☐ REF☐ **WILL**

☐ **WIDE**

## SKILLS

Untrained

Skill Bonus

Class Skills  
+3

Ranks

Evolution

## Feats

Misc

Knowledge - INT  
Profession - WIS

Other skills:  
Craft - INT