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 = Base Attack + STR + x 4 + Size Modifier + Misc

HEALTH

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

SAVES

	Base Save	Misc	Temp
FORTITUDE SAVE: FORT = CON +		+	
REFLEX SAVE: REF = DEX +		+	
WILL SAVE: WILL = WIS +		+	

EFFECTS

ARMOUR CLASS

		Natural Armour	Size Modifier	Misc Modifier
ARMOUR CLASS: AC = 10 + DEX +		−		+
FLAT-FOOTED ARMOUR CLASS: AC = 10 / +		−		+
TOUCH ARMOUR CLASS: AC = 10 + DEX / −				+

Temp AC: AC

Spell Resistance / Damage Reduction

SPECIAL ABILITIES