FAMILL	AR / ANIN	AL CO	OMPAN	ION /	MOUNT /	SUMMON	ED CREAT	URE	X	HEALTH			,
Creature Nan	ne					Age	Creatu Lev		HIT POINTS Wounds	□ D	ying □ Stable	Non-lethal ☐ Unco	onscio
1 1 1140	Creature Type		Subtype		Weight	Height			hp		hp		hp
SQD SMILL	A					lb	ft HIT DICE	d	COMBAT INITIATIVE BONUS Misc	X	AANVALLE	EN	
	1	ילק יו	Gender Size Modifier			SKILLS	Ranks	Misc	INIT = DEX + BASE ATTACK Temp Attack Temp Dama	Range e ft	Aanvalsbonus	Damage C	Critical
Vaard	VAARDIGH igheid Item V ore Bonus		Bonus						HEASIC SPEED Swim Speed Fly Speed ft sq ft sq ft sq Climb Speed Burrow Speed Temp Speed	Range	Aanvalsbonus	Damage C	Critical
DEX CON INT		DEX CON INT							ft sq ft sq ft sc COMBAT MANOEUVRES COMBAT MANOEUVRE Size BONUS Modifier Misc	Range ft	•		Critical
wis		WIS							(CMB) = 8 8 9 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Munitie	#		
Ability Mod	lifier = (Total Abilit	-							CMD = 10 + STR + DEX + DEFENCE	fier Modifier		+ H	Morale Bonus
				X	FEATS 8	z SPECIAL <i>i</i>	ABILITIES	,		Size Misc odifier + +	FORT = CON + REFLEX SAVE REF = DEX +	+	Temp
	PORTRA	IT	×						PK = 10 + DEX / + Temp AC Spell Resistance Damage Reduction PK / COMBAT ABILITIES		WILL SAVE WILL = WIS + Evasion	I	
											EF	FECTS	,
				TRAINING]		
				TRA									