FAM	ILIAR	/ ANIN	IAL CO	MPAN	ION /	MOUNT /	SUMMON	ED CREAT	TURE		×		HEALTH			,
Creature	. Name						Age	Creatu Lev		7	HIT POINTS Wounds		□ Dy	ring 🗆 Stable	Non-lethal 🗆	Unconscio
	Cre	eature Type		Subtype		Weight	Height		/ei	_	hp			hp		hp
eage	SAMPLU	eature Type		Subtype		weight	lb	ft HIT DICE	d	×	COMBAT INITIATIVE BONUS Misc	*	×	ATTACKS	S	,
		1	יין יין	Gender Size Modifier			SKILLS	Ranks	Misc		INIT = DEX + BASE ATTACK Temp Attack Tem		Range ft	Attack Bonus	Damage	Critical
STR	Ability Score	ABILITI Item Bonus	Ability Modifier	Temp Bonus							BASIC SPEED Swim Speed Fly ft sq ft sq	Speed ft sq p Speed	Range ft	Attack Bonus	Damage	Critical
DEX CON INT WIS			CON INT WIS								tt sq ft sq COMBAT MANEUVER COMBAT MANEUVER Size Modifier CMB = 20 32 + STR - 41 - 41		Range ft Ammo		Damage	Critical
Ability		= (Total Abili		10) ÷ 2							COMBAT MANEUVER DEFENSE CMD = 10 + STR + DEX		Deflection Modifier	Base Size Attack Bonus Modific	er Misc	Morale Bonus
		PORTRA	JT			FEATS 8	SPECIAL F	ABILITIES			ARMOR CLASS AC = 10 + DEX + FLAT-FOOTED ARMOR CLASS AC = 10 + TOUCH ARMOR CLASS AC = 10 + DEX / Temp AC Spell Resistance Damage Re AC / COMBAT ABIL	or Sizeld Modi		FORTITUDE SAVE FORT = CON + REFLEX SAVE REF = DEX + WILL SAVE WILL = WIS + □ Evasion □ Endura	+++	SC Temp
					TRAINING											
)_																