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

Gender

Size Modifier

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	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

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

INITIATIVE

INITIATIVE BONUS = DEX + Misc

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 + Size Modifier x 4 + 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 +		+	

PANTSER KLASSE

	Natural Armour	Size Modifier	Misc Modifier
PANTSER KLASSE: PK = 10 + DEX +		−	+
PLATTE VOETEN PANTSER KLASSE: PK = 10 / +		−	+
AANRAKEN PANTSER KLASSE: PK = 10 + DEX / −			+

Temp AC PK | Spell Resistance | Damage Reduction /

EFFECTS

SPECIAL ABILITIES