## FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE HEALTH Creature Name Non-lethal Unconscious HIT POINTS Wounds □ Dying ☐ Stable Creature Level hp hp hp ( Creature Type Subtype Weight Height ft HILL **ATTACKS** COMBAT d00 lb **INITIATIVE BONUS** SKILLS = DEX + Ranks Misc Attack Bonus Damage Critical Range BASE ATTACK Temp Attack Temp Damage ft sq **ABILITIES** BASIC SPEED Swim Speed Fly Speed Ability Ability Item Temp Attack Bonus Damage Critical Modifier Score Bonus Bonus Range ft sq ft sq ft sq STR ft sq Climb Speed Burrow Speed Temp Speed DEX ft sq ft sq ft sq Attack Bonus Critical Damage CON Range COMBAT MANEUVERS **COMBAT MANEUVER** ft sq INT BONUS Modifier Ammo **WIS CHA** COMBAT MANEUVER Dodge Deflection Base Size Morale DEFENSE Modifier Modifier Attack Bonus Modifier Bonus Ability Modifier = (Total Ability Score - 10) ÷ 2 CMD = 10 + STR + DEX ++**EQUIPMENT** DEFENSE **SAVING THROWS** Armor Size Misc Base Save Misc & Shield Modifier FORTITUDE SAVE ARMOR CLASS FORT = CON+ = 10 + DEX +FLAT-FOOTED ARMOR CLASS REFLEX SAVE **FEATS & SPECIAL ABILITIES** = 10 REF = DEX+ **TOUCH ARMOR CLASS** WILL SAVE **PORTRAIT** = 10 + DEX WILL = WIS+ Temp AC Spell Resistance Damage Reduction □ Evasion □ Endurance AC **COMBAT ABILITIES EFFECTS**