FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name

Age

Creature Level	Ranks	Level Adjustment

Creature Type

Subtype

GOOD LAWFUL CHAOTIC EVIL

Weight

lb

Height

Effective Level

Hit die

d

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 ft sq

Attack Bonus	Damage	Critical

Range ft sq

Attack Bonus	Damage	Critical

Range ft sq

Attack Bonus	Damage	Critical

Range ft sq

Attack Bonus	Damage	Critical

INITIATIVE

INITIATIVE BONUS

Misc

INIT = DEX +

SPEED

BASIC SPEED ft sq

Swim Speed ft sq

Fly Speed ft sq

BASE ATTACK

BASE ATTACK

Temp Attack +

Temp Damage +

GRAPPLE

GRAPPLE BONUS

Size Modifier

Misc

= Base Attack + STR + x 4 +

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

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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