


Creature Name		Age	<input type="text"/>	Creature Level	<input type="text"/>	Ranks	<input type="text"/>	Level Adjustment	<input type="text"/>
Creature Type	Subtype	Weight	<input type="text"/>	Effective Level	<input type="text"/>	Hit die <input type="text"/>			
		Height	<input type="text"/>						

Note: The form includes icons for alignment (Good, Evil, Lawful, Chaotic) and gender (Male, Female).

<div>  <div>Size Modifier</div> </div>				SKILLS			
ABILITIES				Ranks	Misc		
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							

[illegible]

FEATS & SPECIAL ABILITIES	
TRAINING	

ATTACKS			
Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range					Attack Bonus	Damage	Critical
ft	sq						

Range		Attack Bonus	Damage	Critical
ft	sq			

HEALTH			
HIT POINTS	Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> Unconscious
hp		hp	hp

SAVES			
	Base Save	Misc	Temp
1	10	0	0
2	10	0	0
3	10	0	0
4	10	0	0
5	10	0	0
6	10	0	0
7	10	0	0
8	10	0	0
9	10	0	0
10	10	0	0
11	10	0	0
12	10	0	0
13	10	0	0
14	10	0	0
15	10	0	0
16	10	0	0
17	10	0	0
18	10	0	0
19	10	0	0
20	10	0	0
21	10	0	0
22	10	0	0
23	10	0	0
24	10	0	0
25	10	0	0
26	10	0	0
27	10	0	0
28	10	0	0
29	10	0	0
30	10	0	0
31	10	0	0
32	10	0	0
33	10	0	0
34	10	0	0
35	10	0	0
36	10	0	0
37	10	0	0
38	10	0	0
39	10	0	0
40	10	0	0
41	10	0	0
42	10	0	0
43	10	0	0
44	10	0	0
45	10	0	0
46	10	0	0
47	10	0	0
48	10	0	0
49	10	0	0
50	10	0	0
51	10	0	0
52	10	0	0
53	10	0	0
54	10	0	0
55	10	0	0
56	10	0	0
57	10	0	0
58	10	0	0
59	10	0	0
60	10	0	0
61	10	0	0
62	10	0	0
63	10	0	0
64	10	0	0
65	10	0	0
66	10	0	0
67	10	0	0
68	10	0	0
69	10	0	0
70	10	0	0
71	10	0	0
72	10	0	0
73	10	0	0
74	10	0	0
75	10	0	0
76	10	0	0
77	10	0	0
78	10	0	0
79	10	0	0
80	10	0	0
81	10	0	0
82	10	0	0
83	10	0	0
84	10	0	0
85	10	0	0
86	10	0	0
87	10	0	0
88	10	0	0
89	10	0	0
90	10	0	0
91	10	0	0
92	10	0	0
93	10	0	0
94	10	0	0
95	10	0	0
96	10	0	0
97	10	0	0
98	10	0	0
99	10	0	0
100	10	0	0

FORTITUDE SAVE

FORT = **CON** + _____ + _____

REFLEX SAVE

REF = **DEX** + _____ + _____

WILL SAVE

WILL = **WIS** + _____ + _____

INITIATIVE	
INITIATIVE BONUS	Misc
INIT	= DEX +

SPEED					
BASIC SPEED		Swim Speed		Fly Speed	
ft	sq	ft	sq	ft	sq

BASE ATTACK		
BASE ATTACK	Temp Attack	Temp Damage
	+	+

GRAPPLE **BONUS**

	Size	Modifier	Misc
<input type="text"/>	= Base Attack	+ STR + x 4 +	

ARMOR CLASS			
	Natural	Size	Misc

ARMOR CLASS		Armor	Modifier	Modifier
AC	= 10 + DEX	-	+	
FLAT-FOOTED ARMOR CLASS				
AC	= 10	/	+	
TOUCH ARMOR CLASS				
AC	= 10 + DEX	/	-	+

Temp AC	Spell Resistance	Damage Reduction
AC		/

EFFECTS

[illegible]

SPECIAL ABILITIES
