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