□ FAMILIAE	R	(ANI	MAL CO	MPANION	□ SUMI	MONEI	O CREATURE	ATTACKS						INITIATIVE			
Creature Name					Age	Creature Level	Level Ranks Adjustment							INITIATIVE	BONUS		
						Level	nanks Aujustinent	Range		- Attac	k Bonus	Damage	e Critical	INIT =	DEX -	+	
Creat	ture Type		Subtype		Weight	Effective		nange	<i>(</i> 1						SPE	FD	
Size		2	Size	-7 70	Height	Effective Level	Hit die		ft sq					BASIC SPEEL			Fly Speed
****		i	Modi	fier Table 1			d							ft so	ft	t sq	ft sq
XP				×	SKIL	LS	,	Range		- Attac	k Bonus	Damage	e Critical		BASE A'		54
				5.1			Ranks Racial, Feats		ft sq	1				BASE ATTAC			Temp Damage
	BILITII		<u>, </u>	Balance		DEX										+	+
Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Climb		STR		Range		Attac	k Bonus	Damage	e Critical				
STR		STR		Escape Artist		DEX		nango	ft sq								
CON		CON		Hide		DEX			11 34					X	GRAF	PPLE	<i>x</i>
				Jump		STR				Attoo	l. Danua	D	0-:4:1	GRAPPLE BO	NIIS	Size Modif	
DEX		DEX		Listen		WIS		Range		Attac	k Bonus	Damage	Critical			'R + x 2	
INT		INT		Move Silently		DEX			ft sq						¥ ,21	K T X Z	+ '
WIS		WIS		Search		INT		HITT	POINTS Wo	undo			HEALTH	☐ Dying ☐ S	Stable No	n lethel H	Unconscious
CHA		СНА		Sense Motive		WIS		1111	7	Julius				Д Бунід Д С		п-теппат Д	
	 (Total Abilit		10) ÷ 2	Spot		WIS		<u></u>	hp \						hp		hp
Ability Modifier = (Total Ability Score - 10) ÷ 2 EQUIPMENT			Survival		WIS		*		SAVES		Town) %	ARMOU			Mine	
				C Track □ Tr		SURVIVAL		FORT	ITUDE SA	Base Save	e MISC	Temp	ARMOUR CL	ASS	Natural Armour		Misc r Modifier
				Swim		STR		FORT	= CON	+ -	+		AC =	10 + DEX	+	-	+
								REFLI	EX SAVE				FLAT-FOOTI	E D ARMOUR CL	ASS		
								REF	= DEX	+ .	+		AC =	10 /	+	-	+
								WILL	SAVE				TOUCH ARN	IOUR CLASS			
				X	FEA7	rs .	*		= wis-	+ -	+		AC =	10 + DEX	/	-	+
D	ORTRA	IТ											Temp AC S	Spell Resistance Da	amage Redi	uction	
,	UKIKA	11											AC		j		
								×	E	FFECTS	S	F	AC .				
) x	SPECIAL	ABILIT	IES	*