

FAMILIAR
 ANIMAL COMPANION
 MOUNT
 SUMMONED CREATURE

Creature Name
 Age
 Creature Level

Creature Type
 Subtype
 Weight
 Height
 HIT DICE
 d
 Skills
 Ranks
 Racial, Feats

XP

ABILITIES

Ability Score
 Item Bonus
 Ability Modifier
 Temp Bonus
 STR
 DEX
 CON
 INT
 WIS
 CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

TRICKS / FEATS / SPECIAL ABILITIES

PORTRAIT

HEALTH

HIT POINTS
 Wounds
 Dying
 Stable
 Non-lethal
 Unconscious
 hp

COMBAT

INITIATIVE BONUS
 Misc
 INIT = DEX +

BASE ATTACK
 Temp Attack
 Temp Damage
 +
 +

BASIC SPEED
 Swim Speed
 Fly Speed
 ft sq
 ft sq
 ft sq
 Climb Speed
 Burrow Speed
 Temp Speed
 ft sq
 ft sq
 ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS
 Size Modifier
 Misc
 CMB = Base Attack + STR +
 #

COMBAT MANOEUVRE DEFENCE
 Dodge Modifier
 Deflection Modifier
 Base Attack Bonus
 Size Modifier
 Misc
 Morale Bonus
 CMD = 10 + STR + DEX + + + BAB + + +

DEFENCE

ARMOUR CLASS
 Armour & Shield
 Size Modifier
 Misc
 AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS
 AC = 10 / + - +

TOUCH ARMOUR CLASS
 AC = 10 + DEX / - +

Temp AC
 Spell Resistance
 Damage Reduction
 AC
 /

COMBAT ABILITIES

ATTACKS

Range
 Attack Bonus
 Damage
 Critical
 ft sq

Range
 Attack Bonus
 Damage
 Critical
 ft sq

Range
 Attack Bonus
 Damage
 Critical
 ft sq

Ammo
 #

SAVING THROWS

FORTITUDE SAVE
 Base Save
 Misc
 Temp
 FORT = CON + +

REFLEX SAVE
 REF = DEX + +

WILL SAVE
 WILL = WIS + +

Evasion
 Endurance