

Creature Name

Creature Name

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| Creature Name                      |                            | Age    | Creature Level     | Ranks | Level Adjustment |
|------------------------------------|----------------------------|--------|--------------------|-------|------------------|
| <div> </div> Creature Type Subtype |                            | Weight |                    |       |                  |
| Size                               | <div> </div> Size Modifier | Height | lb Effective Level |       | Hit die<br>d     |

XP

## SKILLS

Ranks    Racial, Feats

## ABILITIES

|            | Ability Score | Item Bonus | Ability Modifier | Temp Bonus |
|------------|---------------|------------|------------------|------------|
| <b>STR</b> | _____         | _____      | <b>STR</b>       | _____      |
| <b>CON</b> | _____         | _____      | <b>CON</b>       | _____      |
| <b>DEX</b> | _____         | _____      | <b>DEX</b>       | _____      |
| <b>INT</b> | _____         | _____      | <b>INT</b>       | _____      |
| <b>WIS</b> | _____         | _____      | <b>WIS</b>       | _____      |
| <b>CHA</b> | _____         | _____      | <b>CHA</b>       | _____      |

$$\text{Ability Modifier} = (\text{Total Ability Score} - 10) \div 2$$

## EQUIPMENT

|  |  |          |  |  |
|--|--|----------|--|--|
| Balance  |  | DEX      |  |  |
| Climb  |  | STR      |  |  |
| Escape Artist  |  | DEX      |  |  |
| Hide   |  | DEX      |  |  |
| Jump   |  | STR      |  |  |
| Listen   |  | WIS      |  |  |
| Move Silently  |  | DEX      |  |  |
| Search   |  | INT      |  |  |
| Sense Motive   |  | WIS      |  |  |
| Spot   |  | WIS      |  |  |
| Survival   |  | WIS      |  |  |
| <input checked="" type="checkbox"/> Track <input type="checkbox"/> Trained |  | SURVIVAL |  |  |
| Swim   |  | STR      |  |  |
|  |  |          |  |  |
|  |  |          |  |  |

## FEATS

## PORTRAIT

| PORTRAIT |  |
|----------|--|
| 1        |  |
| 2        |  |
| 3        |  |
| 4        |  |
| 5        |  |
| 6        |  |
| 7        |  |
| 8        |  |
| 9        |  |
| 10       |  |
| 11       |  |
| 12       |  |
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| 89       |  |
| 90       |  |
| 91       |  |
| 92       |  |
| 93       |  |
| 94       |  |
| 95       |  |
| 96       |  |
| 97       |  |
| 98       |  |
| 99       |  |
| 100      |  |

## 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 ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp  hp  hp

**SAVES**

|                            | Base Save | Misc  | Temp                 |
|----------------------------|-----------|-------|----------------------|
| <b>FORTITUDE SAVE</b>      |           |       |                      |
| <b>FORT</b> = <b>CON</b> + | _____     | _____ | <input type="text"/> |
| <b>REFLEX SAVE</b>         |           |       |                      |
| <b>REF</b> = <b>DEX</b> +  | _____     | _____ | <input type="text"/> |
| <b>WILL SAVE</b>           |           |       |                      |
| <b>WILL</b> = <b>WIS</b> + | _____     | _____ | <input type="text"/> |

## ARMOUR CLASS

| ARMOUR CLASS             | Natural<br>Armour | Size<br>Modifier | Misc<br>Modifier |
|--------------------------|-------------------|------------------|------------------|
| AC = 10 + DEX +          | -                 | +                |                  |
| FLAT-FOOTED ARMOUR CLASS |                   |                  |                  |
| AC = 10 / +              | -                 | +                |                  |
| TOUCH ARMOUR CLASS       |                   |                  |                  |
| AC = 10 + DEX /          | -                 | +                |                  |

| Temp AC | Spell Resistance | Damage Reduction |
|---------|------------------|------------------|
| 10      | 10               | 10               |
| 20      | 20               | 20               |
| 30      | 30               | 30               |
| 40      | 40               | 40               |
| 50      | 50               | 50               |
| 60      | 60               | 60               |
| 70      | 70               | 70               |
| 80      | 80               | 80               |
| 90      | 90               | 90               |
| 100     | 100              | 100              |

AC /

## EFFECTS

[illegible]

## INITIATIVE

$$\text{INIT} = \text{DEX} +$$

## SPEED

| BASIC SPEED |    | Swim Speed |    | Fly Speed |    |
|-------------|----|------------|----|-----------|----|
| ft          | sq | ft         | sq | ft        | sq |

## BASE ATTACK

BASE ATTACK      Temp Attack    Temp Damage

## GRAPPLE

|   | Size Modifier | Misc |
|---|---------------|------|
| <b>GRAPPLE BONUS</b><br><div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 5px;"> <div style="width: 100%; height: 100%;"></div> </div> = Base Attack + STR + x 4 + |               |      |

## ARMOUR CLASS

| ARMOUR CLASS             |                | Natural<br>Armour | Size<br>Modifier | Misc<br>Modifier |
|--------------------------|----------------|-------------------|------------------|------------------|
| AC                       | = 10 + DEX +   | -                 | +                |                  |
| FLAT-FOOTED ARMOUR CLASS |                |                   |                  |                  |
| AC                       | = 10 / +       | -                 | +                |                  |
| TOUCH ARMOUR CLASS       |                |                   |                  |                  |
| AC                       | = 10 + DEX / - | +                 |                  |                  |

Temp AC      Spell Resistance      Damage Reduction

AC      /

## SPECIAL ABILITIES