

FAMILIAR

Creature Name

ANIMAL COMPANION

SUMMONED CREATURE

Creature Type Subtype

Size Size Modifier

XP

SKILLS

Ranks Racial, Feats

ABILITIES

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

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

EQUIPMENT

PORTRAIT

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	
Track <input type="checkbox"/> Trained		SURVIVAL	
Swim		STR	

FEATS

ATTACKS

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp hp hp

SAVES

Base Save Misc Temp

FORTITUDE SAVE FORT = CON + +

REFLEX SAVE REF = DEX + +

WILL SAVE WILL = WIS + +

ARMOUR CLASS

Natural Armour Size Modifier Misc Modifier

ARMOUR CLASS AC = 10 + DEX + - +

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

TOUCH ARMOUR CLASS AC = 10 + DEX / - +

Temp AC Spell Resistance Damage Reduction

AC /

EFFECTS

SPECIAL ABILITIES