

FAMILIAR
 ANIMAL COMPANION
 MOUNT
 SUMMONED CREATURE

Creature Name \_\_\_\_\_ Age \_\_\_\_\_ Creature Level

Creature Type \_\_\_\_\_ Subtype \_\_\_\_\_ Weight \_\_\_\_\_ Height \_\_\_\_\_  
 lb ft HIT DICE d  
 Skills: Ranks Racial, Feats

XP

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

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

EQUIPMENT

TRICKS / FEATS / SPECIAL ABILITIES

PORTRAIT

Portrait area for drawing the creature.

SKILLS
 Ranks Racial, Feats
 Acrobatics \_\_\_\_\_ DEX  
 Climb \_\_\_\_\_ STR  
 Escape Artist \_\_\_\_\_ DEX  
 Fly \_\_\_\_\_ DEX  
 Perception \_\_\_\_\_ WIS  
 Sense Motive \_\_\_\_\_ WIS  
 Stealth \_\_\_\_\_ DEX  
 Survival \_\_\_\_\_ WIS  
 Track ☐ Trained SURVIVAL /  
 Swim \_\_\_\_\_ STR

TRICKS / FEATS / SPECIAL ABILITIES

Tricks, Feats, and Special Abilities section.

HEALTH

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

COMBAT MANEUVER BONUS Size Modifier Misc

CMB = Base Attack + STR +  + \_\_\_\_\_

COMBAT MANEUVER DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus

CMD = 10 + STR + DEX + \_\_\_\_\_ + \_\_\_\_\_ + BAB +  + \_\_\_\_\_ + \_\_\_\_\_

DEFENCE

ARMOR CLASS Armor & Shield Size Modifier Misc

AC = 10 + DEX + \_\_\_\_\_ -  + \_\_\_\_\_

FLAT-FOOTED ARMOR CLASS

AC = 10 / + \_\_\_\_\_ -  + \_\_\_\_\_

TOUCH ARMOR CLASS

AC = 10 + DEX / -  + \_\_\_\_\_

Temp AC Spell Resistance Damage Reduction

AC  / \_\_\_\_\_

COMBAT ABILITIES

COMBAT ABILITIES section.

COMBAT ABILITIES section.

COMBAT ABILITIES section.

COMBAT ABILITIES section.

COMBAT ABILITIES section.

COMBAT ABILITIES section.

ATTACKS

Range Attack Bonus Damage Critical

Range ft sq

Range Attack Bonus Damage Critical

Range ft sq

Range Attack Bonus Damage Critical

Range ft sq

Ammo #

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

FORT = CON + \_\_\_\_\_ + \_\_\_\_\_

REFLEX SAVE

REF = DEX + \_\_\_\_\_ + \_\_\_\_\_

WILL SAVE

WILL = WIS + \_\_\_\_\_ + \_\_\_\_\_

☐ Evasion ☐ Endurance

SAVING THROWS section.

SAVING THROWS section.

SAVING THROWS section.

SAVING THROWS section.

SAVING THROWS section.

SAVING THROWS section.

SAVING THROWS section.

EFFECTS

EFFECTS section.

EFFECTS section.

EFFECTS section.

EFFECTS section.

EFFECTS section.