☐ FAMILIAR ☐ ANIMAL COMPANION ☐ MOUNT ☐ SUMMONED CREATURE

Creature Name

Age

Creature Level ☐

Creature Type   Subtype

Weight   Height

lb   ft   HIT DICE   d

GOOD LAWFUL
CHAOTIC EVIL

☐ MALE ☐ FEMALE

XP

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

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

PORTRAIT

TRICKS / FEATS / SPECIAL ABILITIES

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 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 + 👤 + ___ + ___

ATTACKS

Range		Attack Bonus	Damage	Critical
	ft sq			

Range		Attack Bonus	Damage	Critical
	ft sq			

Range		Attack Bonus	Damage	Critical
	ft sq			

Ammo   # ☐☐☐ ☐☐☐ ☐☐☐
                                 ☐☐☐ ☐☐☐ ☐☐☐
                                 ☐☐☐ ☐☐☐ ☐☐☐

DEFENCE

		Armour & Shield	Size Modifier	Misc
ARMOUR CLASS	AC = 10 + DEX +	___ - 👤 + ___		
FLAT-FOOTED ARMOUR CLASS	AC = 10	/ + ___ - 👤 + ___		
TOUCH ARMOUR CLASS	AC = 10 + DEX	/ + ___ - 👤 + ___		

Temp AC Spell Resistance Damage Reduction

AC   /

SAVING THROWS

		Base Save	Misc	Temp
FORTITUDE SAVE	FORT = CON +	___ +		☐
REFLEX SAVE	REF = DEX +	___ +		☐
WILL SAVE	WILL = WIS +	___ +		☐

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS

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