☐ **FAMILIAR** ☐ **ANIMAL COMPANION** ☐ **MOUNT** ☐ **SUMMONED CREATURE**

Creature Name _____

Age _____

Creature Level ☐

Creature Type _____ Subtype _____

Weight _____ lb

Height _____ ft

HIT DICE _____ d

GOOD · LAWFUL · CHAOTIC · EVIL

☐ MALE ☐ FEMALE

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

_____

_____

PORTRAIT

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

HEALTH

HIT POINTS _____ hp

Wounds _____ hp ☐ Dying ☐ Stable

Non-lethal _____ hp ☐ Unconcious

COMBAT

INITIATIVE BONUS Misc _____

INIT = DEX + _____

BASE ATTACK _____

Temp Attack + _____

Temp Damage + _____

BASIC SPEED _____ ft ___ sq

Swim Speed _____ ft ___ sq

Fly Speed _____ ft ___ sq

Climb Speed _____ ft ___ sq

Burrow Speed _____ ft ___ sq

Temp Speed _____ ft ___ sq

COMBAT MANEUVERS

COMBAT MANEUVER BONUS

CMB = Base Attack + STR + [size] + _____ Size Modifier Misc

COMBAT MANEUVER DEFENCE

CMD = 10 + STR + DEX + ___ + ___ + BAB + ___ + ___ + ___

Dodge Modifier · Deflection Modifier · Base Attack Bonus · Size Modifier · Misc · Morale Bonus

ATTACKS

	Attack Bonus	Damage	Critical
Range ___ ft ___ sq			
Range ___ ft ___ sq			
Range ___ ft ___ sq			

Ammo _____ #

DEFENCE

		Armor & Shield	Size Modifier	Misc
ARMOR CLASS	AC = 10 + DEX +	___	- ___	+ ___
FLAT-FOOTED ARMOR CLASS	AC = 10	/ ___ +	- ___	+ ___
TOUCH ARMOR CLASS	AC = 10 + DEX	/ ___ +	- ___	+ ___

Temp AC _____ Spell Resistance _____ Damage Reduction ___ / ___

SAVING THROWS

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

☐ Evasion ☐ Endurance

COMBAT ABILITIES

_____

_____

EFFECTS

_____ ☐☐☐☐☐☐ ☐☐☐☐☐☐

_____ ☐☐☐☐☐☐ ☐☐☐☐☐☐