□ FA	MILIA	AR 🏿 AN	IMAL	COMPA	NION I MOUNT	□ SUMM	ONED CRE	ATURE	×		HEALTH			,
Creatur	e Name					Age	Creature Leve		HIT POINTS Wounds			☐ Dying ☐ Stable	Non-lethal] Unconciou
		reature Tune		Culatura	18/-:	Trainba			hp			hp		hp
edo	AME U	reature Type		Subtype	Weight	Height lb	ft HILL	d	COMBAT	*	*	ATTACKS	S	,
CHAOTIC	Star -	å		PANAP DALE	×	SKILLS		*	INITIATIVE BONUS Misc					
	~	.11.1		- +	Aarabatiaa	DE		Racial, Feats	INIT = DEX +	_	Range	Attack Bonus	Damage	Critical
XP					Acrobatics Climb	DE			BASE ATTACK Temp Attack		ft	sq		
\		ABILITI	ES	<i>*</i>	Escape Artist	DE			+	+				
	Ability	Item	Ability Modifier	Temp	Fly	DE			BASIC SPEED Swim Speed F	ly Speed		Attack Bonus	Damage	Critical
STR	Score	Bonus	STR	Bonus	Perception	W			ft sq ft sq	ft sq	Range ft			
				_	Sense Motive	W	IS		Climb Speed Burrow Speed Te	mp Speed	It	sq		
DEX		_	DEX		Stealth	DE			ft sq ft sq	ft sq		Attack Bonus	Domogo	Critical
CON			CON		Survival	W	IS		COMBAT MANOEUVI		Range		Damage	Critical
INT			INT		☐ Track ☐ Trained	SURV	TVAL /		COMBAT MANOEUVRE Size BONUS Modifi	er Misc	ft	sq		
WIS			WIS		Swim	ST			$\boxed{\text{CMB}} = \underset{\text{Seg}}{\text{egg}} + \text{STR} + $	+	Ammo	#		
CHA			CHA						COMBAT MANOEUVRE DEFENCE	Dodge	Deflection	Base Size		Morale
Abilit		r = (Total Abil		10) ÷ 2						Modifie		Attack Bonus Modifie		Bonus
*		EQUIPMI	ENT	*					= 10 + STR + DE	+	- + ·	+ BAB + 11	+	Т
									DEFENO		, , , ,		G THROW	
									ize Misc difier	FORTITUDE SAV	ase Save Mis E	sc Temp		
			TRICKS / FEA	TS / SPFC	IAI ARIIIT	TES 1	AC = 10 + DEX +	- 1	+	FORT = CON+	+			
					/ IRIGRO / ILA	iio / oi Lo.	IAL ADILIT	ILO /	FLAT-FOOTED ARMOUR CLASS		2	REFLEX SAVE		
									AC = 10 / +		+	REF = DEX+	+	
7	_	PORTRA	IT						TOUCH ARMOUR CLASS			WILL SAVE		
		TORTRA							AC = 10 + DEX	/ . 71	+	will = WIS +	+	
									Temp AC Spell Resistance Damage	Reduction		☐ Evasion ☐ Endura	nce	
									AC /			_		
									COMBAT AB	ILITIES	,			
												EF	FECTS	×
]		