□ FAMILIAR	□ ANIMAL COMPANION		□ SUMMONEI	X	ATTACKS						INITIATIVE		
Creature Name			e Creature Level	Level Ranks Adjustment							INITIATIVE BO	ONUS Mis	SC
				Tidiks Adjustificit	Range		A	ttack Bonus	Damage	e Critical	INIT = 1	DEX +	
Creature Type Subtype			ight		ridinge		sq				\	SPEED	
Size	Size	He	ight Level	Hit die		11	34				BASIC SPEED		Fly Speed
***************************************	Mod	lifier OF DE He		d				ttack Bonus		0 111 1	ft sq	ft sq	ft s
XP		×	SKILLS	,	Range		A	ittack bollus	Damage	e Critical		ASE ATTAC	
		Balance	DEX	Ranks Racial, Feats	_	ft	sq				BASE ATTACK		nck Temp Dama
Ability Iter	ITTIES Temp	Climb	STR									+	+
Score Bon		Escape Artist	DEX		Range		A	ttack Bonus	Damage	Critical			
STR	STR	Hide	DEX			ft	sq						
CON	CON	Jump	STR								Ĭ,	GRAPPLE	,
DEX	DEX	Listen	WIS		Range			ttack Bonus	Damage	e Critical	GRAPPLE BON	US Me	Size odifier Misc
INT	INT	Move Silently	DEX		·····ge	ft	na				Base	* + STR + 3	K 4 +
		-	INT		X	II.	34			HEALTH		`	,
WIS	WIS	Sense Motive	WIS		ніт	POINTS	Wounds				☐ Dying ☐ St	able Non-letha	∣
CHA	СНА	Spot	WIS)	hp						hp	hp
Ability Modifier = (Total		Survival	WIS				SAV	ES	- (,	ARMOUF		,
EQUIF	PMENT		SURVIVAL		EOD 7	TITUDE S	Base S	Save Misc	Temp	ADMOUD CI	ACC	Natural Si Armour Mod	ze Misc lifier Modifi
		Swim	STR			T = CO		+		ARMOUR CL	10 + DEX +		illiei Modili
						EX SAV					ED ARMOUR CLA		
						= DE		+		AC =			+
											IOUR CLASS		
		×	FEATS	*		SAVE L = WI	C T	+			10 + DEX	/ -	+
Do. 10					WIL	L - W1	.5 T				Spell Resistance Dam		
POR	TRAIT -										ppeli nesistalice Dali	age neuticitori	
					×		EFFE	CTS	<u> </u>	AC			
										x	SPECIAL A	BILITIES	,