

FAMILIAR
 ANIMAL COMPANION
 MOUNT
 SUMMONED CREATURE

Creature Name
 Age
 Creature Level

Creature Type
 Subtype
 Weight
 Height
 HIT DICE
 d
 Skills
 Ranks
 Misc

XP

ABILITIES

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

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

EQUIPMENT

PORTRAIT

Portrait area for drawing the creature.

FEATS & SPECIAL ABILITIES

Feats and Special Abilities section with multiple rows for entry.

TRAINING

HEALTH

HIT POINTS
 Wounds
 Dying
 Stable
 Non-lethal
 Unconscious
 hp

COMBAT

INITIATIVE BONUS
 Misc

INIT = DEX +

BASE ATTACK
 Temp Attack
 Temp Damage

Base Attack and Temp Attack/Damage boxes.

BASIC SPEED
 Swim Speed
 Fly Speed

Speed boxes for ft and sq.

Climb Speed
 Burrow Speed
 Temp Speed

Speed boxes for ft and sq.

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS
 Size Modifier
 Misc

CMB = Base Attack + STR + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier

DEFENCE

ARMOUR CLASS
 Armour & Shield
 Size Modifier
 Misc

AC = 10 + DEX + Armour & Shield + Size Modifier + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 + DEX + Size Modifier + Misc

TOUCH ARMOUR CLASS

AC = 10 + DEX + Size Modifier + Misc

Temp AC
 Spell Resistance
 Damage Reduction

AC, Spell Resistance, and Damage Reduction boxes.

COMBAT ABILITIES

Combat Abilities section with multiple rows for entry.

ATTACKS

Range
 Attack Bonus
 Damage
 Critical

Attack range and bonus boxes.

Range
 Attack Bonus
 Damage
 Critical

Attack range and bonus boxes.

Range
 Attack Bonus
 Damage
 Critical

Attack range and bonus boxes.

Range
 Attack Bonus
 Damage
 Critical

Attack range and bonus boxes.

Range
 Attack Bonus
 Damage
 Critical

Attack range and bonus boxes.

Ammo and grid boxes.

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

BAB = Base Attack Bonus + Size Modifier + Misc + Morale Bonus

SAVING THROWS

FORTITUDE SAVE
 Base Save
 Misc
 Temp

FORT = CON + Base Save + Misc + Temp

REFLEX SAVE

REF = DEX + Base Save + Misc + Temp

WILL SAVE

WILL = WIS + Base Save + Misc + Temp

Evasion
 Endurance

Evasion and Endurance checkboxes.

EFFECTS

Effects section with multiple rows for entry.