□ FA	MILIA	R 🏿 AN	IMAL (COMPA	NION I MOUNT	□ SUMM	ONED CRE	ATURE	×		HEALTH			,
Creature	Name					Age	Creature Leve		HIT POINTS Wounds			☐ Dying ☐ Stable	Non-lethal □	Unconsciou
	Cr	eature Type		Subtype	Weight	Hoight			hp			hp		hp
egg/	(AMELIA	eature Type		Subtype	weight	Height Ib	ft HIJ	d	COMBAT	*	×	ATTACKS	5	,
CHAON	Enr. —	an a	ď	Q ala mare	×	SKILLS		*	INITIATIVE BONUS Misc					
- T		111			Acrobatics	DE		Racial, Feats	INIT = DEX +		Range	Attack Bonus	Damage	Critical
XP					Climb	ST				Temp Damage	ft	sq		
×		ABILITI	ES	#	Escape Artist	DE			+	+				
	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Fly	DE	EX		BASIC SPEED Swim Speed	Fly Speed	Range	Attack Bonus	Damage	Critical
STR			STR]	Perception	w			ft sq ft sq	ft sq	ft	sq		
DEX			DEX		Sense Motive	W	IS			Temp Speed				
		·	CON		Stealth	DE			ft sq ft sq	ft sq		Attack Bonus	Damage	Critical
CON					Survival	W	IS		COMBAT MANEUVER Siz		Range	ea		
INT			INT		Track Trained		TVAL		BONUS Modi	ifier Misc	Ammo	34		
WIS			WIS		Swim	ST	K		CMB = as as as a star + STR +	+		#		
CHA			CHA						COMBAT MANEUVER DEFENCE	Dodge Modifie	e Deflection er Modifier	Base Size Attack Bonus Modifi		Morale Bonus
Ability		= (Total Abili		10) ÷ 2					CMD = 10 + STR + D		+ .	+ BAB +	+	+
	Ŀ	EQUIPME	LN I	•								_ \		
									DEFEN		ize Misc		G THROW ase Save Mis	
							ARMOR CLASS 8		difier	FORTITUDE SAV	E			
			TRICKS / FEA	TS / SPEC	IAL ABILIT	IES	AC = 10 + DEX +		+	FORT = CON+	+	L_		
									FLAT-FOOTED ARMOR CLASS AC = 10 +		an .	REFLEX SAVE		
									AC = 10 / +			REF = DEX+	+_	
×		PORTRA	IT	,					AC = 10 + DEX	/	† +	WILL SAVE WILL = WIS +	_	
									Temp AC Spell Resistance Damag	ge Reduction				
									AC	1		☐ Evasion ☐ Endura	псе	
									COMBAT AI	BILITIES	, , , , , , , , , , , , , , , , , , ,	(
												FE	FECTS	
												ER	HEG13	,
				J										