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

Creature Name

Age

Creature Level

Creature Type   Subtype   Weight   Height

lb   ft   HIT DICE   d

☐ MALE   ☐ FEMALE

GOOD LAWFUL
CHAOTIC EVIL

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	Misc	
Acrobatics			DEX
Climb			STR
Escape Artist			DEX
Fly			DEX
Perception			WIS
Sense Motive			WIS
Stealth			DEX
Survival			WIS
☐ Track			SURVIVAL /
Swim			STR

FEATS & SPECIAL ABILITIES

TRAINING

HEALTH

HIT POINTS   Wounds   ☐ Dying   ☐ Stable   Non-lethal ☐ Unconscious

hp   hp   hp

COMBAT

INITIATIVE BONUS   Misc

INIT = DEX +

BASE ATTACK   Temp Attack Temp Damage

+   +

BASIC SPEED   Swim Speed   Fly Speed

ft sq   ft sq   ft sq

Climb Speed   Burrow Speed   Temp Speed

ft sq   ft sq   ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS   Size Modifier   Misc

CMB = Base Attack + STR + 👤 +

COMBAT MANOEUVRE DEFENCE   Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus

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

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Ammo   #

DEFENCE

	Armour & Shield	Size Modifier	Misc
ARMOUR CLASS AC = 10 + DEX +	___	- 👤	+
FLAT-FOOTED ARMOUR CLASS AC = 10	/ +	- 👤	+
TOUCH ARMOUR CLASS AC = 10 + DEX	/ +	- 👤	+

Temp AC   Spell Resistance   Damage Reduction

AC   /

SAVING THROWS

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

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS