

FAMILIAR
 ANIMAL COMPANION
 MOUNT
 SUMMONED CREATURE

Creature Name
 Age
 Creature Level

Creature Type
 Subtype
 Weight
 Height
 HIT DICE
 d
 Skills
 Ranks
 Racial, Feats

XP

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

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

EQUIPMENT

TRICKS / FEATS / SPECIAL ABILITIES

PORTRAIT

HEALTH
 HIT POINTS
 Wounds
 Dying
 Stable
 Non-lethal
 Unconscious
 hp

COMBAT
 INITIATIVE BONUS
 Misc
 INIT
 DEX

BASE ATTACK
 Temp Attack
 Temp Damage
 Range
 Attack Bonus
 Damage
 Critical
 ft
 sq

BASIC SPEED
 Swim Speed
 Fly Speed
 ft
 sq
 Climb Speed
 Burrow Speed
 Temp Speed

COMBAT MANEUVERS
 COMBAT MANEUVER BONUS
 Size Modifier
 Misc
 CMB
 STR

COMBAT MANEUVER DEFENCE
 Dodge Modifier
 Deflection Modifier
 Base Attack Bonus
 Size Modifier
 Misc
 Morale Bonus
 CMD
 STR
 DEX
 BAB

DEFENCE
 SAVING THROWS
 Base Save
 Misc
 Temp

ARMOR CLASS
 AC
 DEX
 Fortitude Save
 FORT
 CON

FLAT-FOOTED ARMOR CLASS
 AC
 Reflex Save
 REF
 DEX

TOUCH ARMOR CLASS
 AC
 Will Save
 WILL
 WIS
 Evasion
 Endurance

COMBAT ABILITIES

EFFECTS