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

Creature Name

GOOD LAWFUL / CHAOTIC EVIL

Creature Type   Subtype

Size   Size Modifier   ☐ MALE ☐ FEMALE

XP

Age   Creature Level   Ranks   Level Adjustment

Weight   lb

Height   Effective Level   Hit die

d

ABILITIES

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

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

EQUIPMENT

PORTRAIT

SKILLS

		Ranks	Racial, Feats
Balance	DEX		
Climb	STR		
Escape Artist	DEX		
Hide	DEX		
Jump	STR		
Listen	WIS		
Move Silently	DEX		
Search	INT		
Sense Motive	WIS		
Spot	WIS		
Survival	WIS		
└ Track ☐ Trained	SURVIVAL		
Swim	STR		

FEATS

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			

INITIATIVE

INITIATIVE BONUS   Misc

INIT $=$ DEX $+$ _____

SPEED

BASIC SPEED	Swim Speed	Fly Speed
ft sq	ft sq	ft sq

BASE ATTACK

BASE ATTACK   Temp Attack   Temp Damage

$+$ $+$

GRAPPLE

GRAPPLE BONUS   Size Modifier   Misc

$=$ Base Attack $+$ STR $+$ x 4 $+$

HEALTH

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

hp   hp   hp

SAVES

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

ARMOR CLASS

		Natural Armor	Size Modifier	Misc Modifier
ARMOR CLASS	AC $=$ 10 $+$ DEX $+$		$-$	$+$
FLAT-FOOTED ARMOR CLASS	AC $=$ 10	$+$	$-$	$+$
TOUCH ARMOR CLASS	AC $=$ 10 $+$ DEX	/	$-$	$+$

Temp AC   Spell Resistance   Damage Reduction

AC   /

EFFECTS

SPECIAL ABILITIES

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