

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

Equipment slots

PORTRAIT

Portrait area

FEATS & SPECIAL ABILITIES

Feats & Special Abilities
 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
 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 + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX +

DEFENCE

ARMOUR CLASS
 Armour & Shield
 Size Modifier
 Misc

AC = 10 + DEX +

FLAT-FOOTED ARMOUR CLASS

AC = 10 +

TOUCH ARMOUR CLASS

AC = 10 + DEX +

Temp AC
 Spell Resistance
 Damage Reduction

AC

COMBAT ABILITIES

Combat Abilities

ATTACKS

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Range
 Attack Bonus
 Damage
 Critical

Ammo

Ammo

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

BAB

SAVING THROWS

FORTITUDE SAVE
 Base Save
 Misc
 Temp

FORT = CON +

REFLEX SAVE

REF = DEX +

WILL SAVE

WILL = WIS +

Evasion
 Endurance

Evasion
 Endurance

EFFECTS

Effects