☐ FAMILIAR ☐ ANIMAL COMPANION ☐ MOUNT ☐ SUMMONED CREATURE

Creature Name | Age | Creature Level

Creature Type | Subtype | Weight | Height

GOOD LAWFUL CHAOTIC EVIL

MALE FEMALE

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 hp | Wounds ☐ Dying ☐ Stable hp | Non-lethal ☐ Unconscious hp

COMBAT

INITIATIVE BONUS INIT = DEX + Misc

BASE ATTACK | Temp Attack + | Temp Damage +

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

Climb Speed ft sq | Burrow Speed ft sq | Temp Speed ft sq

ATTACKS

Range ft sq | Attack Bonus | Damage | Critical

Range ft sq | Attack Bonus | Damage | Critical

Range ft sq | Attack Bonus | Damage | Critical

Ammo #

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS CMB = Base Attack + STR + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + Base Attack Bonus BAB + Size Modifier + Misc + Morale Bonus +

DEFENCE

ARMOUR CLASS AC = 10 + DEX + Armour & Shield - Size Modifier + Misc

FLAT-FOOTED ARMOUR CLASS AC = 10 / + - +

TOUCH ARMOUR CLASS AC = 10 + DEX / - +

Temp AC AC | Spell Resistance | Damage Reduction /

SAVING THROWS

FORTITUDE SAVE FORT = CON + Base Save + Misc | Temp

REFLEX SAVE REF = DEX + +

WILL SAVE WILL = WIS + +

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS