FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE

Creature Name | Age | Creature Level

Creature Type | Subtype | Weight lb | Height ft | HIT DICE d

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

FEATS & SPECIAL ABILITIES

TRAINING

HEALTH

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

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

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 +

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			

Ammo #

DEFENCE

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + Armour & Shield - Size Modifier + Misc

TOUCH ARMOUR CLASS

AC = 10 + DEX / - Size Modifier + Misc

Temp AC | Spell Resistance | Damage Reduction /

SAVING THROWS

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

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS