☐ FAMILIAR ☐ ANIMAL COMPANION ☐ SUMMONED CREATURE

Creature Name

Creature Type Subtype

Size Size Modifier

LAWFUL GOOD CHAOTIC EVIL

MALE FEMALE

Age

Weight lb

Height

Creature Level Ranks Level Adjustment

Effective Level Hit die d

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	Racial, Feats

FEATS

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
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 hp

Wounds hp

☐ Dying ☐ Stable Non-lethal ☐ Unconscious hp

SAVES

FORTITUDE SAVE (Base Save, Misc, Temp)

FORT = CON + +

REFLEX SAVE

REF = DEX + +

WILL SAVE

WILL = WIS + +

EFFECTS

ARMOUR CLASS

ARMOUR CLASS (Natural Armour, Size Modifier, Misc Modifier)

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES