

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

SKILLS

Skills table with columns: Skill, Rank, Misc
 Skills: Acrobatics, Climb, Escape Artist, Fly, Perception, Sense Motive, Stealth, Survival, Swim

FEATS & SPECIAL ABILITIES

Feats & Special Abilities table

TRAINING

HEALTH

HIT POINTS
 Wounds
 Dying
 Stable
 Non-lethal
 Unconscious
 hp

COMBAT

INICIATIVA BONUS
 Misc

INIT = DEX +

BASE ATTACK
 Temp Attack
 Temp Damage

Base Attack + Temp Attack + Temp Damage

BASIC SPEED
 Swim Speed
 Fly Speed

ft sq

Climb Speed
 Burrow Speed
 Temp Speed

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 +

SURPRESA ARMOUR CLASS

AC = 10 +

TOQUE ARMOUR CLASS

AC = 10 + DEX +

Temp AC
 Spell Resistance
 Damage Reduction

AC

COMBAT ABILITIES

Combat Abilities table

ATTACKS

Range
 Attack Bonus
 Damage
 Critical

ft sq

Range
 Attack Bonus
 Damage
 Critical

ft sq

Range
 Attack Bonus
 Damage
 Critical

ft sq

Ammo

Ammo slots

Base Attack Bonus
 Size Modifier
 Misc
 Morale Bonus

BAB + Size Modifier + Misc + Morale Bonus

SAVING THROWS

Fortitude SAVE
 Base Save
 Misc
 Temp

FORT = CON +

REFLEXO RESISTÊNCIA

REF = DEX +

VONTADE RESISTENCIA

WILL = WIS +

Evasion
 Endurance

Evasion/Endurance slots

EFFECTS

Effects table