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 | Misc

INIT = DEX +

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	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			

Ammo #

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS | Size Modifier | Misc

CMB = Base Attack + STR + +

COMBAT MANOEUVRE DEFENCE | Dodge Modifier | Deflection Modifier | Base Attack Bonus | Size Modifier | Misc | Morale Bonus

CMD = 10 + STR + DEX + + + BAB + + | +

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 | | /

SAVING THROWS

Base Save | Misc | Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

WILL SAVE

WILL = WIS + +

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS