

FAMILIAR

ANIMAL COMPANION

SUMMONED CREATURE

Creature Name \_\_\_\_\_

Age \_\_\_\_\_ Creature Level \_\_\_\_\_ Ranks \_\_\_\_\_ Level Adjustment \_\_\_\_\_

Creature Type \_\_\_\_\_ Subtype \_\_\_\_\_

Weight \_\_\_\_\_ lb Effective Level \_\_\_\_\_ Hit die \_\_\_\_\_

Size \_\_\_\_\_ Size Modifier \_\_\_\_\_

Height \_\_\_\_\_ d \_\_\_\_\_

**XP** \_\_\_\_\_ **SKILLS** \_\_\_\_\_ Ranks \_\_\_\_\_ Racial, Feats \_\_\_\_\_

**ABILITIES**

|            | Ability Score | Item Bonus | Ability Modifier | Temp Bonus |
|------------|---------------|------------|------------------|------------|
| <b>STR</b> | _____         | _____      | <b>STR</b>       | _____      |
| <b>CON</b> | _____         | _____      | <b>CON</b>       | _____      |
| <b>DEX</b> | _____         | _____      | <b>DEX</b>       | _____      |
| <b>INT</b> | _____         | _____      | <b>INT</b>       | _____      |
| <b>WIS</b> | _____         | _____      | <b>WIS</b>       | _____      |
| <b>CHA</b> | _____         | _____      | <b>CHA</b>       | _____      |

Ability Modifier = (Total Ability Score - 10) ÷ 2

**EQUIPMENT**

| Track                    | Trained                  | Survival        | Swim       |
|--------------------------|--------------------------|-----------------|------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <b>SURVIVAL</b> | <b>STR</b> |
| _____                    | _____                    | _____           | _____      |
| _____                    | _____                    | _____           | _____      |

**PORTRAIT**



| Balance | Climb | Escape Artist | Hide  | Jump  | Listen | Move Silently | Search | Sense Motive | Spot  | Survival | Swim  |
|---------|-------|---------------|-------|-------|--------|---------------|--------|--------------|-------|----------|-------|
| _____   | _____ | _____         | _____ | _____ | _____  | _____         | _____  | _____        | _____ | _____    | _____ |

**FEATS**

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

**ATTACKS**

Range \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage \_\_\_\_\_ Critical \_\_\_\_\_

ft sq \_\_\_\_\_

Range \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage \_\_\_\_\_ Critical \_\_\_\_\_

ft sq \_\_\_\_\_

Range \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage \_\_\_\_\_ Critical \_\_\_\_\_

ft sq \_\_\_\_\_

Range \_\_\_\_\_ Attack Bonus \_\_\_\_\_ Damage \_\_\_\_\_ Critical \_\_\_\_\_

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 \_\_\_\_\_

\_\_\_\_\_ =  $\text{Base Attack} + \text{STR} + x4 +$  \_\_\_\_\_

**HEALTH**

**HIT POINTS** \_\_\_\_\_ Wounds \_\_\_\_\_  Dying  Stable Non-lethal  Unconscious

\_\_\_\_\_ hp \_\_\_\_\_ hp \_\_\_\_\_ hp

**SAVES**

Base Save Misc Temp

**FORTITUDE SAVE** **FORT** = **CON** + \_\_\_\_\_ + \_\_\_\_\_ \_\_\_\_\_

**REFLEX SAVE** **REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_ \_\_\_\_\_

**WILL SAVE** **WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_ \_\_\_\_\_

**ARMOUR CLASS**

Natural Armour Size Modifier Misc Modifier

**ARMOUR CLASS** **AC** = **10** + **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**FLAT-FOOTED ARMOUR CLASS** **AC** = **10** / + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**TOUCH ARMOUR CLASS** **AC** = **10** + **DEX** / + \_\_\_\_\_ + \_\_\_\_\_

**EFFECTS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Temp AC Spell Resistance Damage Reduction

**AC** \_\_\_\_\_ / \_\_\_\_\_

**SPECIAL ABILITIES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_