☐ FAMILIAR   ☐ ANIMAL COMPANION   ☐ SUMMONED CREATURE

Creature Name _____

Age _____
Weight _____ lb
Height _____

Creature Level ____
Ranks ____
Level Adjustment ____

Effective Level ____
Hit die ____ d ____

Creature Type _____ Subtype _____

Size _____ Size Modifier ____
☐ MALE ☐☐ ☐☐ FEMALE

XP _____

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR	____	____	STR	____
CON	____	____	CON	____
DEX	____	____	DEX	____
INT	____	____	INT	____
WIS	____	____	WIS	____
CHA	____	____	CHA	____

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

EQUIPMENT

_____
_____
_____
_____

PORTRAIT

SKILLS

	Ranks		Racial, Feats
Balance		DEX	____
Climb		STR	____
Escape Artist		DEX	____
Hide		DEX	____
Jump		STR	____
Listen		WIS	____
Move Silently		DEX	____
Search		INT	____
Sense Motive		WIS	____
Spot		WIS	____
Survival		WIS	____
└ Track ☐ Trained		SURVIVAL	____
Swim		STR	____
			____
			____

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 ____ hp ☐ Unconcious

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 /	____ +	____	

Temp AC AC ____
Spell Resistance ____ Damage Reduction ____ / ____

EFFECTS

SPECIAL ABILITIES

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