□ FAMILIAR	☐ ANIMAL COMPANION			☐ SUMMONED CREATURE			RE	ATTACKS						initiative -		
Creature Name				Age	Creature Level	Leve Ranks Adjustr							INITIATIVE	BONUS	Misc	
0.4.7		Cultura		- NA/ * 1 /			Range		—A1	tack Bonus	Damage	e Critical	INIT =	DEX +		
Creature Type Subtype				Weight	lb Effective			ft :	su (7	SPEED	,	
Size	20	Size	AW FE	Height	Level	Hit die		10 .	34				BASIC SPEE	D Swim Speed	d Fly Speed	
***************************************	1	Modi	fier was a second			d			Δ.	(aal-Danna		0.111	ft so	q ft s	sq ft s	
XP			×	SK	ILLS		Range		A	tack Bonus	Damage	e Critical		BASE ATTA		
			Balance		DEV	Ranks Racial, F	Feats	ft :	sq				BASE ATTAC		Attack Temp Dama	
Ability Ite	LITIES em Ability	Temp	Climb		DEX		_							+	+	
Score Bor		Bonus	Escape Artist		STR		Range		At	tack Bonus	Damage	e Critical				
STR	STR		Hide		DEX DEX		_	ft :	sq							
CON	CON		Jump		STR				,				``	GRAPPL		
	DEX		Listen		WIS		Davis		— At	tack Bonus	Damage	e Critical	GRAPPLE BO	ONUS	Size Modifier Misc	
	_		Move Silently		DEX		Range						= 5	+ STR +		
INT	INT		Search		INT			ft :	sq			HEALTH		' <		
WIS	WIS		Sense Motive		WIS		HIT	POINTS	Wounds			IILALIII	☐ Dying ☐	Stable Non-le	ethal 🏻 Unconciou	
СНА	СНА		Spot		WIS			hp						hp	hp	
Ability Modifier = (Tot	al Ability Score -	10) ÷ 2	Survival		WIS			пр	SAVI	35	7	7	ARMOI	UR CLASS	,	
EQUIPMENT .			└ Track □ Tra	ained	SURVIVAL				Base S	ave Misc	Temp			Natural	Size Misc	
			Swim		STR			TITUDE S			_	ARMOUR CL			Modifier Modifie	
								T=COl	- —	_+			10 + DEX		+	
								EX SAVE			_		ED ARMOUR C			
							REF	= DEX	×+ 	+			10 /	++	······+	
			\ <u>\</u>	T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-	ATS		WILI	SAVE				TOUCH ARM		, .		
				1516	AIS		WIL	L = WIS	S +	+	ш	AC =	10 + DEX			
POR'	TRAIT	*										Temp AC Sp	pell Resistance D	amage Reduction	n	
	1 1 1 C											AC		/		
									EFFEC	TS	# (``	SPECIAL	ABILITIES	,	
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