

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 _____

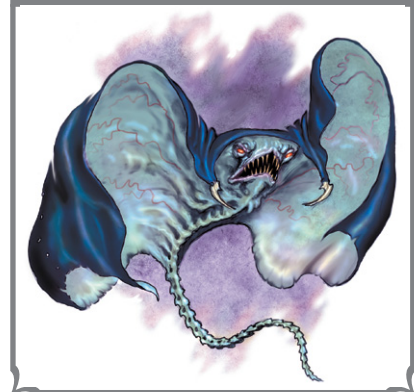
ABILITIES

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

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

EQUIPMENT

PORTRAIT



	Balance	DEX	
Climb	_____	DEX	_____
Escape Artist	_____	DEX	_____
Hide	_____	DEX	_____
Jump	_____	STR	_____
Listen	_____	WIS	_____
Move Silently	_____	DEX	_____
Search	_____	INT	_____
Sense Motive	_____	WIS	_____
Spot	_____	WIS	_____
Survival	_____	WIS	_____
Track <input type="checkbox"/> Trained	_____	SURVIVAL	_____
Swim	_____	STR	_____

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
