□ FAMILIAR	□ ANIMAL COMPANION			□ SUM	MONEI	CREATU	JRE I	ATTACKS						INITIATIVE		
Creature Name				Age	Creature Level	Le Ranks Adjus	Level ustment						INITIATIVE		Nisc	
	_			- 	_			ange		Attack Bonus	Damage	e Critical	INIT =	DEX +		
Creature Type Subtype				Weight	b Effective			_	sq				X	SPEED		
Size		Size	-7 -50	Height	Level	Hit die		IL	sq (<i></i>		BASIC SPEED	Swim Speed	Fly Speed	
* Solver Services	ij	Mod	ifier Tanana Indiana			d							ft sq	ft sq	ft so	
XP			×	SKII	LLS		R	ange		Attack Bonus	Damage	e Critical		BASE ATTA		
			D 1		1	Ranks Racial,	I, Feats	ft	sq				BASE ATTAC		ttack Temp Dama	
	ITIES	7	Balance		DEX									+	+	
Ability Ite Score Bon			Climb		STR		R	ange		Attack Bonus	Damag	e Critical			ــناك	
STR	ST	R	Escape Artist		DEX			_	50							
	CO		Hide		DEX			IL	sq				×	GRAPPLE		
CON	$- \vdash$		Jump		STR		_						GRAPPLE BO		Size	
DEX	DE	<u> </u>	Listen		WIS		R	ange		Attack Bonus	Damage	e Critical			Modifier Misc	
INT	IN	T	Move Silently		DEX			ft	sq				Ba = Ba	+STR+	X 4 +	
wis	WI	S	Search		INT				7.6	1		HEALTH				
СНА	СН	ΙΛ	Sense Motive		WIS			HIT POINT	7 Woun	ds			Д Dying Д	Stable Non-leth	аг Ц Unconciou	
			Spot		WIS			hp						hp	hp	
Ability Modifier = (Total Ability Score - 10) ÷ 2 EQUIPMENT			Survival		WIS					VES	#	Ĭ.	ARMOU	R CLASS	,	
LQUII	INLINI		☐ Track ☐ Tra	ained	SURVIVAL		F	ORTITUE	Ba D E SAV I	se Save Misc	Temp	ARMOUR CLA	ASS		Size Misc odifier Modifie	
			Swim		STR		F	ORT = C	ON+	+			10 + DEX -	+ +	+	
					_		_	EFLEX SA				1 1	D ARMOUR CI			
								REF = D		+		AC =	10 / -	+ +	+	
							L	ILL SAVI		·	_	TOUCH ARM	OUR CLASS			
			×	FEA	TS			/ILL = V		+		AC =	10 + DEX	/ +	+	
DOD								VILL - V	V10 T		_	Town AC Sn	ell Resistance Da	 mane Reduction		
POR:	TRAIT						_					AC AC	ten Resistance Da	mage Reduction		
Ma									EFF	ECTS	# (AC				
LIL.												N.	SPECIAL	ABILITIES		
	W.															
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