

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**

_____	_____
_____	_____
_____	_____
_____	_____

**PORTRAIT**



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

**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 \_\_\_\_\_

\_\_\_\_\_ =  $\frac{\text{Base Attack}}{\text{Attack}}$  + **STR** + x 4 + \_\_\_\_\_

**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**

_____
_____
_____
_____
_____