

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**



Skill	Rank	Racial, Feats
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>
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 \_\_\_\_\_

\_\_\_\_\_ =  $\text{Base Attack} + \text{STR} + x4 +$  \_\_\_\_\_

**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**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_