

Creature SHEET **Pathfinder**

Animal Companion / Familiar

Player: _____

Name	_____	Species	_____	Sex	_____
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Campaign: _____

Creation Date: _____

Type	_____	Description	_____	Level	_____
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	Ability Score	Ability Modifier	SAVING THROWS	ARMOR CLASS
STR	<input type="text"/>	_____	<input type="text"/> FORT	<input type="text"/> AC
CON	<input type="text"/>	_____		
DEX	<input type="text"/>	_____	<input type="text"/> REF	<input type="text"/> Flat-Footed
INT	<input type="text"/>	_____		
WIS	<input type="text"/>	_____	<input type="text"/> WILL	<input type="text"/> Touch
CHA	<input type="text"/>	_____		

Size	_____	Size Modifier	_____	Hit Die	_____	Initiative modifier	_____
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Spell Resistance	_____	Damage Reduction	_____	Natural Armor	_____
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Base Speed	_____	Swim Speed	_____	Fly Speed	_____
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Base Attack Bonus

Combat Maneuver Bonus (CMB)

BAB + **STR** + **SIZE** + **MISC** + **MISC** =

Combat Maneuver Defense (CMD)

10 + **BAB** + **STR** + **DEX** + **SIZE** + **MISC** =

HIT POINTS	Current Hit Points	Nonlethal Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

<input type="text"/>	Acrobatics	DEX	_____
<input type="text"/>	Climb	STR	_____
<input type="text"/>	Escape Artist	DEX	_____
<input type="text"/>	Fly	DEX	_____
<input type="text"/>	Intimidate	CHA	_____
<input type="text"/>	Perception	WIS	_____
<input type="text"/>	Stealth	DEX	_____
<input type="text"/>	Survival	WIS	_____
<input type="text"/>	Swim	STR	_____

TRICKS

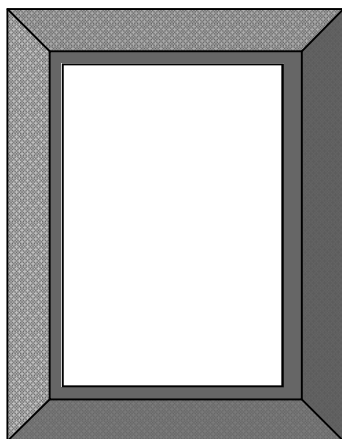
ATTACK _____	ATK BONUS	<input type="text"/>
CRITICAL <input type="text"/>	TYPE <input type="text"/>	DAMAGE <input type="text"/>
Notes: _____		

ATTACK _____	ATK BONUS	<input type="text"/>
CRITICAL <input type="text"/>	TYPE <input type="text"/>	DAMAGE <input type="text"/>
Notes: _____		

ATTACK _____	ATK BONUS	<input type="text"/>
CRITICAL <input type="text"/>	TYPE <input type="text"/>	DAMAGE <input type="text"/>
Notes: _____		

Special Abilities

Notes _____



SKETCH