

PET NAME _____ OWNER _____
 CLASS AND LEVEL _____ ANIMAL _____ ALIGNMENT _____ DEITY _____
 SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

HP HIT POINTS

AC ARMOR CLASS = 10 + + + + + + + + +

TOTAL _____

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

DAMAGE REDUCTION

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

INITIATIVE MODIFIER = +

TOTAL _____

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| REFLEX (DEXTERITY) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WILL (WISDOM) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER = + + + +

TOTAL _____ BASE ATTACK BONUS _____ STRENGTH MODIFIER _____ SIZE MODIFIER _____ MISC MODIFIER _____

| CLASS SKILL? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS (CLASS/CROSS-CLASS) | |
|--------------------------|-----------------|-------------|----------------------|-------------------------------|-----------------|
| | | | | ABILITY MODIFIER | RANKS |
| <input type="checkbox"/> | BALANCE ■ | DEX* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | CLIMB ■ | STR* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | HIDE ■ | DEX* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | INTIMIDATE ■ | CHA | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | JUMP ■ | STR* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | LISTEN ■ | WIS | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | MOVE SILENTLY ■ | DEX* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | SPOT ■ | WIS* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | SURVIVAL ■ | WIS | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | SWIM ■ | STR* | <input type="text"/> | = | + _____ + _____ |
| <input type="checkbox"/> | _____ | | | = | + _____ + _____ |
| <input type="checkbox"/> | _____ | | | = | + _____ + _____ |
| <input type="checkbox"/> | _____ | | | = | + _____ + _____ |

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

| FEATS | PG. |
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| SPECIAL ABILITIES | PG. |
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| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

| SPECIAL ATTACK | | ATTACK BONUS | DAMAGE |
|----------------|-------|--------------|--------|
| | | | |
| RANGE | NOTES | | |
| | | | |

| OTHER POSSESSIONS | | | | | |
|----------------------|----------------------|----------------------|--------------------------------------|-----------------------------------|--------------------------------|
| ITEM | PG. | WT. | ITEM | PG. | WT. |
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| TOTAL WEIGHT CARRIED | | | | | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2× MAX LOAD | PUSH OR DRAG 5× MAX LOAD |

| GEAR | | | | |
|-----------------------|-------|--------|--------------------|---------|
| ARMOR/PROTECTIVE ITEM | | TYPE | AC BONUS | MAX DEX |
| | | | | |
| CHECK PENALTY | SPEED | WEIGHT | SPECIAL PROPERTIES | |
| | | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |