



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS		=10+		+		+		+		+		+		+		+		
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NAT. ARMOR		DEFLECT MOD.		MISC. MODIFIER				
TOUCH		MODIFIERS																
FLAT FOOTED																		

FORTITUDE CONSTITUTION		MODIFIERS		B.A.B.		MODIFIERS	
REFLEX DEXTERITY				CMB			
WILL WISDOM				CMD			

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

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EXTRAORDINARY ATK.	

FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
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NAME		TYPE		SIZE		SUMMONER	
HP HIT POINTS		TOTAL	NONLETHAL				
/							
WOUNDS/CURRENT HP							
/							
100-1,000 FT.						1,000-10,000 FT.	
INIT. MOD.		=		DEX MOD.		+ MISC. MOD.	
TOTAL							
DAMAGE REDUCTION							
SPELL RESISTANCE							
ENERGY RESISTANCE							

MOVEMENT			
FT.	SQ.	FT.	
BASE SPEED		FLY MANEUVERABILITY	
FT.	FT.	FT.	TEMP. MODIFIERS
BURROW	SWIM	CLIMB	

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
☒ BLUFF		=CHA	+	+
☒ CRAFT		=INT	+	+
☒ KNOWLEDGE (PLANES)*		=INT	+	+
☒ PERCEPTION		=WIS	+	+
☒ SENSE MOTIVE		=WIS	+	+
☒ STEALTH		=DEX	+	+
☒			+	+
☒			+	+
☒			+	+
☐			+	+
☐			+	+

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

EVOLUTIONS	
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

APPEARANCE/DESCRIPTION	
EVOLUTION POOL	