

# Favored Enemies

FIRST FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

SECOND FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

THIRD FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

FOURTH FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

FIFTH FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

SIXTH FAVORED ENEMY	
<b>Type (Sub type):</b> _____	
Skill Bonus <input type="checkbox"/>	Attack/Damage Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Bluff _____	
Knowledge _____	
Perception _____	
Sense Motive _____	
Survival _____	

# Favored Terrains

FIRST FAVORED TERRAIN	
<b>Terrain:</b> _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Know. (Geog) _____	
Perception _____	
Stealth _____	
Survival _____	

SECOND FAVORED TERRAIN	
<b>Terrain:</b> _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Know. (Geog) _____	
Perception _____	
Stealth _____	
Survival _____	

THIRD FAVORED TERRAIN	
<b>Terrain:</b> _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Know. (Geog) _____	
Perception _____	
Stealth _____	
Survival _____	

FOURTH FAVORED TERRAIN	
<b>Terrain:</b> _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Know. (Geog) _____	
Perception _____	
Stealth _____	
Survival _____	

FIFTH FAVORED TERRAIN	
<b>Terrain:</b> _____	
Skill Bonus <input type="checkbox"/>	Initiative Bonus <input type="checkbox"/>
<b>Total Skill Bonus</b>	<b>Notes:</b> _____
Know. (Geog) _____	
Perception _____	
Stealth _____	
Survival _____	

<b>STEALTH ATTACK *</b>
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NATURE'S HEALING **	
Heal Skill Bonus <input type="checkbox"/>	Additional Damage Healed <input type="checkbox"/>

<b>MOVEMENT BONUS **</b>
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\* When against a Favored Enemy or in a Favored Terrain  
 \*\* When in a Favored Terrain

# Animal Companion

COMPANION NAME \_\_\_\_\_

Animal Type \_\_\_\_\_ Age \_\_\_\_\_

Alignment \_\_\_\_\_ Size \_\_\_\_\_

Hit Dice (d8) \_\_\_\_\_ WOUNDS / CURRENT HP

Hit Points \_\_\_\_\_

Character Class Level \_\_\_\_\_

STR / DEX Bonus \_\_\_\_\_

Space \_\_\_\_\_ Reach \_\_\_\_\_

SPEED BASE SPEED \_\_\_\_\_ SWIM \_\_\_\_\_

FLY MANEUVERABILITY \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

## ATTRIBUTES

	SCORE	MOD.	MISC.		SCORE	MOD.	MISC.
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

## SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD.	MAGIC MOD.	MISC. MOD.	TEMP. MOD.
Fortitude	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## COMBAT

Initiative  =  (DEX MOD.) +  (MISC. MOD.) +  (MISC. MOD.)

## ARMOR CLASS

TOTAL  = 10 +  (ARMOR BONUS) +  (DEX MOD.) +  (SIZE MOD.) +  (NATURAL ARMOR) +  (MISC. MOD.) +  (MISC. MOD.)

Touch  Flat-Footed  MISC.

BASE ATTACK BONUS  DAMAGE, SPELL, ENERGY RESISTANCE

CMB  =  (BAB) +  (STR MOD.) +  (SIZE MOD.) +  (MISC. MOD.)

CMD  =  (BAB) +  (STR MOD.) +  (DEX MOD.) +  (SIZE MOD.) + 10

ATTACKS / DAMAGE \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## TRICKS

Bonus Tricks \_\_\_\_\_ Total Tricks \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

## SKILLS

SKILLNAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> Acrobatics (Dex)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Climb (Str)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Escape Artist (Dex)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Fly (Dex)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Intimidate (Cha)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Perception (Wis)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Stealth (Dex)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Survival (Wis)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Swim (Str)	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	= _____	+ _____	+ _____

## SPECIAL QUALITIES & ABILITIES

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## FEATS

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## NOTES

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