

Note: stats for a normal animal are listed here. Hit Die, Hit Points, Attack bonus, Saving throws, and Skill modifiers should be adjusted based on its masters statistics. Refer to "Familiars" in the Players Handbook.

Creature SHEET 3.5 Lite

Animal Companion / Familiar

Player: _____
 Campaign: _____ Creation Date: _____

Name	Species	Wolf	Sex
Type	Familiar	Description	Gray Black
Level			1
Size	M	Size Modifier	+0
Hit Die	2d6	Initiative modifier	+2
Spell Resistance		Damage Reduction	
		Natural Armor	+2
HIT POINTS	Base Speed	Swim Speed	15 ft.
	50 ft.	Fly Speed	

	Ability Score	Ability Modifier	SAVING THROWS	ARMOR CLASS
STR	13	+4	+2	18
CON	16	+0	FORT	AC
DEX	15	+2	+8	12
INT	2	-4	REF	Flat-Footed
WIS	12	+1	+1	12
CHA	8	-2	WILL	Touch

HIT POINTS	Current Hit Points	Nonlethal Damage
34		

ATTACK	Bite	ATK BONUS	+3
CRITICAL	20x2	TYPE	P
		DAMAGE	1d6+4
Notes: bites on a hit inflict 1 point of damage			

SKILLS	Ability Modifier	Misc Modifier
10	Balance	+2
12	Climb	+2
2	Escape Artist	+2
12	Hide	+2
-4	Jump	+4
3	Listen	+1
10	Move Silently	+2
-3	Search	+2
3	Spot	+1
1	Survival	+1
10	Swim	+2

TRICKS
Track
Attack Anything
Defend
Down
Stay
Heal

ATTACK	ATK BONUS
CRITICAL	TYPE
DAMAGE	
Notes:	

ATTACK	ATK BONUS
CRITICAL	TYPE
DAMAGE	
Notes:	

Special Abilities

Low-light vision _____

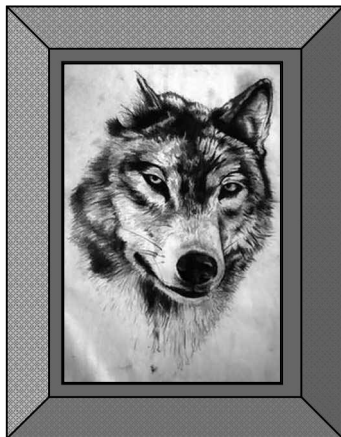
scent _____

Claws speed 15 (bite) _____

Track _____

Link (Ex) _____

Share Spells (Ex) _____



SKETCH

Notes _____

Master gains a +2 bonus on Fortitude saves _____

Share spells (check modifier) as a free action without making a _____

Empathic link _____

Link (Ex) _____

Share Spells (Ex) _____

Wolves have a +4 racial bonus on Track checks when _____

Wolves choose to take 10 on a Swim check, even if _____

distracted or endangered. It can use the run action while _____

swimming, provided it swims in a straight line.