

Creature Creation Worksheet (14:11)

Creature Type:		Territory & Description:
	Level Adjustment	
Vital Statistics		
Basic Statistics		
Attack Skills		
Defense Skills		
Resistance Skills		
Special Abilities		
Hit Points		
Total Level Adjustment		

Vital Statistics				
	Total	Bonus from BS	Base	Level Adjustment
Level		N/A		N/A
Size		N/A	N/A	
Initiative Bonus				
Grouping		N/A	N/A	
Aggressiveness		N/A		N/A
Movement	Land			
	Sea			
	Air			
Treasure		N/A		N/A
Total Level Adjustment				

Basic Statistics				
	Total	Bonus from Size	Base	Level Adjustment
AGL				
CHA				
CON				
END				
INT				
OBS				
STR				
WIS				
Total Level Adjustment				

Attack Skills						
Attack skills	Statistic	Total	Bonus from BS	Base	Extra Bonus	Level Adjustment
	Bonus					
	Damage Rate					
	Special					
	Bonus					
	Damage Rate					
	Special					
	Bonus					
	Damage Rate					
	Special					
Total Level Adjustment						

Defense Skills					
Defense Bonus	Total	Bonus from BS	Base by Level	Additional Bonus	Level Adjustment
Block					
Dodge					
Perry					
Total Level Adjustment					

Resistance Skills				
	Total	Bonus from BS	Base	Level Adjustment
High Pain Threshold				
Magic Resistance				
AGL				
CHA				
CON				
END				
INT				
OBS				
STR				
WIS				
Total Level Adjustment				

Special Abilities & Penalties		
Ability	Ability Description	Level Adjustment
Total Level Adjustment		

To Determine Adjusted HP			
Rough HP=	CONx2	+END	+STR
Total Multiplier=	Size Multiplier	+Additional HP Multiplier	
Adjusted HP=	Rough HP x	Total Multiplier	

Actual HP		
HP By Location	Adjusted Hit Points	x HP Distribution (Chart 14:13)
Head		
Chest		
Abdomen		
Arms		
Legs		

Poison:	Reaction Time
Dose Size	Effects Roll
Type	Pass
Source	Fail
Cost	Frequency
Admin	Duration

Additional Information / Workspace