

☐ SUMMONED CREATURE

Level

Weight

lb Effective Hit die

Height d00

SKILLS

Ranks	Racial Feats
1st	
2nd	
3rd	
4th	
5th	
6th	
7th	
8th	
9th	
10th	
11th	
12th	
13th	
14th	
15th	
16th	
17th	
18th	
19th	
20th	

CHA

Ability Score	Item Bonus	Ability Modifier	Temp Bonus
_____	_____	STR	_____
_____	_____	DEX	_____
_____	_____	CON	_____
_____	_____	INT	_____
_____	_____	WIS	_____
_____	_____	CHA	_____

$$\text{Ability Modifier} = (\text{Total Ability Score} - 10) \div 2$$

FEATS

PORTRAIT

Misc

Range		Attack Bonus	Damage	Critical
ft	sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range		Attack Bonus	Damage	Critical
ft	sq			

Range	Attack Bonus	Damage	Critical
ft sq			

HEALTH

HIT POINTS

Wounds

hp

Natural
Armor

Size
ModifierMisc
Modifier

FORTITUDE SAVE

FORT = CON + **+**

REFLEX SAVE

$$\boxed{\text{REF}} = \boxed{\text{DEX}} + \quad + \quad \boxed{}$$

WILL SAVE

$$\boxed{\text{WILL}} = \boxed{\text{WIS}} + \quad + \quad \boxed{}$$

ARMOR CLASS

$$AC = 10 + DEX + \quad - \quad +$$

FLAT-FOOTED ARMOR CLASS

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad - \quad +$$

TOUCH ARMOR CLASS

$$\boxed{AC} = 10 + \text{DEX} \quad / \quad - \quad +$$

Temp AC

Spell Resistance Damage Reduction

AC /

EFFECTS

SPECIAL ABILITIES

