

☐ SUMMONED CREATURE

Level

Weight

lb Effective Hit die

Height d

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

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

FEATS

PORTRAIT

Misc

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

HEALTH

HIT POINTS

Wounds

hp

Natur

Size

Misc

FORTITUDE SAVE

$$\text{FORT} = \text{CON} + \quad +$$

REFLEX SAVE

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

WILL SAVE

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

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS

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

TOUCH ARMOUR CLASS

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

Temp A

Spell Resistance Damage Reduction

AC /

EFFECTS

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SPECIAL ABILITIES