

## ☐ SUMMONED CREATURE

Level  
Adjustment

Weight

lb Effective Hit die

Height  d

## SKILLS

Ranks    Racial Feats

## Balance

Balance		DEX	
Climb		STR	
Escape Artist		DEX	
Hide		DEX	
Jump		STR	
Listen		WIS	
Move Silently		DEX	
Search		INT	
Sense Motive		WIS	
Spot		WIS	
Survival		WIS	

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

Track ☐ Trained

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## FEATS

[illegible]

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## INITIATIVE

Misc

Range	Attack Bonus	Damage	Critical	INIT = DEX +
ft sq				SPEED

Range	Attack Bonus	Damage	Critical	ft	sq	ft	sq	ft	sq
				<div> <div>BASE ATTACK</div> <div> <div>BASE ATTACK</div> <div>Temp Attack</div> <div>Temp Damage</div> </div> </div>					

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical	GRAPPLE BONUS	Modifier	Misc
ft sq				= Base Attack + STR + x 4 +		

## HIT POINTS

## Wounds

hp      hp      hp

## ARMOUR CLASS

Base Save	Misc	Temp
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Natural	Size	Misc
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40	41	42
43	44	45
46	47	48
49	50	51
52	53	54
55	56	57
58	59	60
61	62	63
64	65	66
67	68	69
70	71	72
73	74	75
76	77	78
79	80	81
82	83	84
85	86	87
88	89	90
91	92	93
94	95	96
97	98	99
100	101	102
103	104	105
106	107	108
109	110	111
112	113	114
115	116	117
118	119	120
121	122	123
124	125	126
127	128	129
130	131	132
133	134	135
136	137	138
139	140	141
142	143	144
145	146	147
148	149	150
151	152	153
154	155	156
157	158	159
160	161	162
163	164	165
166	167	168
169	170	171
172	173	174
175	176	177
178	179	180
181	182	183
184	185	186
187	188	189
190	191	192
193	194	195
196	197	198
199	200	201
202	203	204
205	206	207
208	209	210
211	212	213
214	215	216
217	218	219
220	221	222
223	224	225
226	227	228
229	230	231
232	233	234
235	236	237
238	239	240
241	242	243
244	245	246
247	248	249
250	251	252
253	254	255
256	257	258
259	260	261
262	263	264
265	266	267
268	269	270
271	272	273
274	275	276
277	278	279
280	281	282
283	284	285
286	287	288
289	290	291
292	293	294
295	296	297
298	299	300
301	302	303
304	305	306
307	308	309
310	311	312
313	314	315
316	317	318
319	320	321
322	323	324
325	326	327
328	329	330
331	332	333
334	335	336
337	338	339
340	341	342
343	344	345
346	347	348
349	350	351
352	353	354
355	356	357
358	359	360
361	362	363
364	365	366
367		

FORTITUDE SAVE				ARMOUR CLASS				Armour	Modifier	Modifier
<b>FORT</b>	= <b>CON</b> +	+		<b>AC</b>	= <b>10</b> + <b>DEX</b> +	-	+			
REFLEX SAVE				FLAT-FOOTED ARMOUR CLASS						
<b>REF</b>	= <b>DEX</b> +	+		<b>AC</b>	= <b>10</b>	/	+	-	+	
WILL SAVE				TOUCH ARMOUR CLASS						
<b>WILL</b>	= <b>WIS</b> +	+		<b>AC</b>	= <b>10</b> + <b>DEX</b>	/	-	+		

Temp AC	Spell Resistance	Damage Reduction
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AC /

## SPECIAL ABILITIES

[illegible]