

☐ 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 | |

Balance

| | | | |
|--|--|----------|--|
| Climb | | STR | |
| Escape Artist | | DEX | |
| Hide | | DEX | |
| Jump | | STR | |
| Listen | | WIS | |
| Move Silently | | DEX | |
| Search | | INT | |
| Sense Motive | | WIS | |
| Spot | | WIS | |
| Survival | | WIS | |
| <input checked="" type="checkbox"/> Track <input type="checkbox"/> Trained | | SURVIVAL | |
| Swim | | STR | |
| | | | |
| | | | |

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

FEATS

ATTACKS

| 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 | <input type="checkbox"/> Dying <input type="checkbox"/> Stable | Non-lethal <input type="checkbox"/> Unconscious |
| hp | hp | hp |

ARMOUR CLASS

| FORTITUDE SAVE | | | ARMOUR CLASS | | |
|----------------------------|-----------|-------|--------------------------------------|----------------|---------------|
| | Base Save | Misc | | Natural Armour | Size Modifier |
| FORT = CON + | _____ | _____ | AC = 10 + DEX + | _____ | _____ |
| REFLEX SAVE | | | FLAT-FOOTED ARMOUR CLASS | | |
| REF = DEX + | _____ | _____ | AC = 10 / + | _____ | _____ |
| WILL SAVE | | | TOUCH ARMOUR CLASS | | |
| WILL = WIS + | _____ | _____ | AC = 10 + DEX / | _____ | _____ |

Temp AC Spell Resistance Damage Reduction
AC /

EFFECTS

| | | SPECIAL ABILITIES | |
|--|--|-------------------|--|
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INITIATIVE

$$\text{INIT} = \text{DEX} +$$

SPEED

| BASIC SPEED | | Swim Speed | | Fly Speed | |
|-------------|----|------------|----|-----------|----|
| ft | sq | ft | sq | ft | sq |

BASE ATTACK

| BASE ATTACK | Temp Attack | Temp Damage |
|-------------|-------------|-------------|
| | + | + |

GRAPPLE

$$\boxed{} = \text{Base Attack} + \text{STR} + \text{x4} + \text{Misc}$$

ARMOUR CLASS