

☐ SUMMONED CREATURE

Level

Weight

lb Effective Hit die

Height d

SKILLS

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

PORTRAIT

PORTRAIT	
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Misc

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

Fly Speed

ft	sq	ft	sq	ft	sq
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High Temp Damage

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

Wounds

hp

Stable

hp

Non-let

hp

Temp

ARMOR CLASS

FORT = **CON** + +

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

FLAT-FOOTED ARMOR CLASS

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

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

TOUCH ARMOR CLASS

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

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

Temp AC

Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

Page 10 of 10

Page 10 of 10

Page 10 of 10
