

☐ SUMMONED CREATURE

Level

Weight

Height

Effective Level

Hit die

d

SKILLS

Ranks	Racial Feats
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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

Misc

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

Swim Speed

BASIC SPEED		Swim Speed		Fly Speed	
ft	sq	ft	sq	ft	sq

BASE ATTACK

BASE ATTACK	Temp Attack	Temp Damage
	+	+

GRAPPLE BONUS

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

HIT POINTS

hp hp hp

ARMOUR CLASS

	Base Save	Misc	Temp
FORTITUDE SAVE			
FORT = CON + _____	+		<input type="text"/>
REFLEX SAVE			
REF = DEX + _____	+		<input type="text"/>
WILL SAVE			
WILL = WIS + _____	+		<input type="text"/>

ARMOUR CLASS

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
AC = 10 + DEX + _____	-	+	_____
FLAT-FOOTED ARMOUR CLASS			
AC = 10 / + _____	-	+	_____
TOUCH ARMOUR CLASS			
AC = 10 + DEX / - _____	-	+	_____

Temp AC	Spell Resistance	Damage Reduction
10	10	10
20	20	20
30	30	30
40	40	40
50	50	50
60	60	60
70	70	70
80	80	80
90	90	90
100	100	100

AC /

SPECIAL ABILITIES

[illegible]
