

☐ SUMMONED CREATURE

Level

Weight

Height

Effective Level

Hit die

d

SKILLS

Ranks	Racial, Feats
-------	---------------

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

[illegible]

Misc

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

Swim Speed

ft	sq	ft	sq	ft	sq
----	----	----	----	----	----

BASE ATTACK

GRAPPLE BONUS

$$\text{Base attack} + \text{STR} \times 4 +$$

HIT POINTS

hp	hp	hp
----	----	----

FORTITUDE SAVE

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

REFLEX SAVE

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

WILL SAVE

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

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

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

Temp AC	Spell Resistance	Damage Reduction
---------	------------------	------------------

AC /

SPECIAL ABILITIES

□ □ □ □ □ □
□ □ □ □ □ □

□ □ □ □ □ □
□ □ □ □ □ □

□ □ □ □ □ □
□ □ □ □ □ □

□ □ □ □ □ □
□ □ □ □ □ □