

## ☐ SUMMONED CREATURE

Level  
Adjustment

Weight

lb Effective Hit die

Height  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 |  |

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

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 |              |        |          |

| Range |    | Attack Bonus | Damage | Critical |
|-------|----|--------------|--------|----------|
| ft    | sq |              |        |          |

| Range |    | Attack Bonus | Damage | Critical |
|-------|----|--------------|--------|----------|
| ft    | sq |              |        |          |

## GRAPPLE BONUS

## Wounds

hp

hp

hp

## ARMOUR CLASS

| Base | Save | Misc | Temp |
|------|------|------|------|
| 0000 | 0000 | 0000 | 0000 |
| 0001 | 0000 | 0000 | 0000 |
| 0002 | 0000 | 0000 | 0000 |
| 0003 | 0000 | 0000 | 0000 |
| 0004 | 0000 | 0000 | 0000 |
| 0005 | 0000 | 0000 | 0000 |
| 0006 | 0000 | 0000 | 0000 |
| 0007 | 0000 | 0000 | 0000 |
| 0008 | 0000 | 0000 | 0000 |
| 0009 | 0000 | 0000 | 0000 |
| 000A | 0000 | 0000 | 0000 |
| 000B | 0000 | 0000 | 0000 |
| 000C | 0000 | 0000 | 0000 |
| 000D | 0000 | 0000 | 0000 |
| 000E | 0000 | 0000 | 0000 |
| 000F | 0000 | 0000 | 0000 |
| 0010 | 0000 | 0000 | 0000 |
| 0011 | 0000 | 0000 | 0000 |
| 0012 | 0000 | 0000 | 0000 |
| 0013 | 0000 | 0000 | 0000 |
| 0014 | 0000 | 0000 | 0000 |
| 0015 | 0000 | 0000 | 0000 |
| 0016 | 0000 | 0000 | 0000 |
| 0017 | 0000 | 0000 | 0000 |
| 0018 | 0000 | 0000 | 0000 |
| 0019 | 0000 | 0000 | 0000 |
| 001A | 0000 | 0000 | 0000 |
| 001B | 0000 | 0000 | 0000 |
| 001C | 0000 | 0000 | 0000 |
| 001D | 0000 | 0000 | 0000 |
| 001E | 0000 | 0000 | 0000 |
| 001F | 0000 | 0000 | 0000 |
| 0020 | 0000 | 0000 | 0000 |
| 0021 | 0000 | 0000 | 0000 |
| 0022 | 0000 | 0000 | 0000 |
| 0023 | 0000 | 0000 | 0000 |
| 0024 | 0000 | 0000 | 0000 |
| 0025 | 0000 | 0000 | 0000 |
| 0026 | 0000 | 0000 | 0000 |
| 0027 | 0000 | 0000 | 0000 |
| 0028 | 0000 | 0000 | 0000 |
| 0029 | 0000 | 0000 | 0000 |
| 002A | 0000 | 0000 | 0000 |
| 002B | 0000 | 0000 | 0000 |
| 002C | 0000 | 0000 | 0000 |
| 002D | 0000 | 0000 | 0000 |
| 002E | 0000 | 0000 | 0000 |
| 002F | 0000 | 0000 | 0000 |
| 0030 | 0000 | 0000 | 0000 |
| 0031 | 0000 | 0000 | 0000 |
| 0032 | 0000 | 0000 | 0000 |
| 0033 | 0000 | 0000 | 0000 |
| 0034 | 0000 | 0000 | 0000 |
| 0035 | 0000 | 0000 | 0000 |
| 0036 | 0000 | 0000 | 0000 |
| 0037 | 0000 | 0000 | 0000 |
| 0038 | 0000 | 0000 | 0000 |
| 0039 | 0000 | 0000 | 0000 |
| 003A | 0000 | 0000 | 0000 |
| 003B | 0000 | 0000 | 0000 |
| 003C | 0000 | 0000 | 0000 |
| 003D | 0000 | 0000 | 0000 |
| 003E | 0000 | 0000 | 0000 |
| 003F | 0000 | 0000 | 0000 |
| 0040 | 0000 | 0000 | 0000 |
| 0041 | 0000 | 0000 | 0000 |
| 0042 | 0000 | 0000 | 0000 |
| 0043 | 0000 | 0000 | 0000 |
| 0044 | 0000 | 0000 | 0000 |
| 0045 | 0000 | 0000 | 0000 |
| 0046 | 0000 | 0000 | 0000 |
| 0047 | 0000 | 0000 | 0000 |
| 0048 | 0000 | 0000 | 0000 |
| 0049 | 0000 | 0000 | 0000 |
| 004A | 0000 | 0000 | 0000 |
| 004B | 0000 | 0000 | 0000 |
| 004C | 0000 | 0000 | 0000 |
| 004D | 0000 | 0000 | 0000 |
| 004E | 0000 | 0000 | 0000 |
| 004F | 0000 | 0000 | 0000 |
| 0050 | 0000 | 0000 | 0000 |
| 0051 | 0000 | 0000 | 0000 |
| 0052 | 0000 | 0000 | 0000 |
| 0053 | 0000 | 0000 | 0000 |
| 0054 | 0000 | 0000 | 0000 |
| 0055 | 0000 | 0000 | 0000 |
|      |      |      |      |

**FORTITUDE SAVE**

**FORT** = **CON** + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX SAVE**

**REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_

**WILL SAVE**

**WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_

|  | Natural | Size | Misc |
|--|---------|------|------|
|--|---------|------|------|

| ARMOUR CLASS             |            | Armour | Modifier | Modifier |
|--------------------------|------------|--------|----------|----------|
| AC                       | = 10 + DEX | -      | +        |          |
| FLAT-FOOTED ARMOUR CLASS |            |        |          |          |
| AC                       | = 10       | /      | +        | +        |
| TOUCH ARMOUR CLASS       |            |        |          |          |
| AC                       | = 10 + DEX | /      | -        | +        |

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

AC /

## SPECIAL ABILITIES

[illegible]

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