

☐ SUMMONED CREATURE

Level

Weight

lb Effective Hit die

Height d

SKILLS

Ranks Racial, Feats

CHA

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

FEATS

PORTRAIT

Misc

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

HEALTH

HIT POINTS

Wounds

hp

Natural

Size

Misc

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

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

WILL SAVE

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

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS

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

TOUCH ARMOUR CLASS

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

Temp AC

Spell Resistance Damage Reduction

AC /

EFFECTS

SPECIAL ABILITIES

