

☐ SUMMONED CREATURE

Level

Weight

Height

Effective Level

Hit die

d

SKILLS

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

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	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	
33	
34	
35	
36	
37	
38	
39	
40	
41	
42	
43	
44	
45	
46	
47	
48	
49	
50	
51	
52	
53	
54	
55	
56	
57	
58	
59	
60	
61	
62	
63	
64	
65	
66	
67	
68	
69	
70	
71	
72	
73	
74	
75	
76	
77	
78	
79	
80	
81	
82	
83	
84	
85	
86	
87	
88	
89	
90	
91	
92	
93	
94	
95	
96	
97	
98	
99	
100	

Misc

INIT	=	DEX	+
------	---	-----	---

SPEED

SPEED

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

BASE ATTACK

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 +			
REFLEXO RESISTÊNCIA			
REF = DEX +			
VONTADE RESISTENCIA			
WILL = WIS +			

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
AC = 10 + DEX +	-	+	
SURPRESA ARMOUR CLASS			
AC = 10 / +	-	+	
TOQUE ARMOUR CLASS			
AC = 10 + DEX /	-	+	

Temp AC	Spell Resistance	Damage Reduction
AC		/

SPECIAL ABILITIES

[illegible]
