

## ☐ 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			

## HEALTH

## HIT POINTS

## Wounds

hp

Stable

 Stable

Non-lethal ☐ Unconscious

hp

# h

## ARMOUR CLASS

Base Save

Misc

Temp

Natural

Size

Misc

**FORTITUDE SAVE**

$$\boxed{\text{FORT}} = \boxed{\text{CON}} + \boxed{\phantom{0000}} + \boxed{\phantom{0000}}$$

## REFLEX SAVE

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

**WILL SAVE**

$$\boxed{\text{WILL}} = \boxed{\text{WIS}} + \quad + \quad \boxed{\phantom{00}}$$

## 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

1

## EFFECTS

## SPECIAL ABILITIES




