NPC

Class _____ Level ___ **CR**

Race _____

GOOD LAWFULL CHAOTIC EVIL

MALE ☐ ☐ FEMALE

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	Temp Bonus
STR	___	___	STR	___
DEX	___	___	DEX	___
CON	___	___	CON	___
INT	___	___	INT	___
WIS	___	___	WIS	___
CHA	___	___	CHA	___

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Properties _____

Properties _____

Properties _____

Properties _____

INVENTORY

SKILLS

Skill	+3	Ranks	Misc
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NOTES

HEALTH

HIT POINTS ___ hp   Wounds ___ hp   ☐ Dying ☐ Stable   Non-lethal ☐ Unconcious ___ hp

COMBAT

INITIATIVE BONUS   Misc

$INIT = DEX + $ ___

BASE ATTACK ___   Temp Attack **+** ___   Temp Damage **+** ___

SPEED ___ ft ___ sq   with Armour ___ ft ___ sq   Temp Speed ___ ft ___ sq

Swim ___ ft ___ sq   Fly ___ ft ___ sq   Climb ___ ft ___ sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS   Size Modifier   Misc

$CMB = \text{Base Attack} + STR + $ ___ $+ $ ___

COMBAT MANOEUVRE DEFENCE   Size Modifier   Deflection Modifier   Misc   Morale Bonus

$CMD = 10 + \text{Base Attack} + STR + DEX + $ ___ $+ $ ___ $+ $ ___

DEFENCE

		Armour & Shield	Size Modifier	Misc
PANTSER KLASSE	PK = 10 + DEX +	___	- ___	+ ___
PLATTE VOETEN PANTSER KLASSE	PK = 10 / +	___	- ___	+ ___
AANRAKEN PANTSER KLASSE	PK = 10 + DEX /		- ___	+ ___

Temp AC PK

Spell Resistance ___

Damage Reduction ___ / ___

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
___ ft ___ sq			
___ ft ___ sq			
___ ft ___ sq			

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SAVING THROWS

		Base Save	Misc	Temp
FORTITUDE SAVE	FORT = CON +	___	+ ___	___
REFLEX SAVE	REF = DEX +	___	+ ___	___
WILL SAVE	WILL = WIS +	___	+ ___	___

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS

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