| NPC | Class | Level | HIT POINTS Wounds | HEALTH | Dving □ Stable N | on-lethal 🗆 Unconscious |
|--|----------|------------|---|-----------------|----------------------|-------------------------|
| Race | SKILLS | | hp | | hp | hp |
| | Skill +3 | Ranks Misc | COMBAT | × | AANVALLEN | |
| <u>"</u> † | | | BASE ATTACK Temp Attack Temp Damage | | | |
| VAARDIGHEDEN - | | | + + | | _ Aanvalsbonus | Damage Critical |
| Vaardigheid Item Vaardigheid Temp Score Bonus Bonus | | | | Range | Adiivalsboilds | Damage |
| STR STR | | | | ft sq | | |
| 51K 51K | | | | | | |
| DEX DEX | | | INITIATIVE BONUS Misc | | - Aanvalsbonus | Damage Critical |
| CON CON | | | INIT = DEX+ | Range | | Damage |
| | | | SPEED Temp Speed | ft sq | | |
| INT INT INT | | | 6 | | | |
| wis Wis | - | | ft sq ft sq | | - Aanvalsbonus | Damage Critical |
| CHA CHA | | | GRAPPLE BONUS Size Modifier Misc | Range | | |
| | | | $= \frac{8}{8} \frac{8}{8} + STR + x + 4 + 4$ | ft sq | | |
| Ability Modifier = (Total Ability Score - 10) ÷ 2 | | | | | | |
| EQUIPMENT . | | | SAVING THROWS | Panga | Aanvalsbonus | Damage Critical |
| | | | Base Save Misc Temp FORTITUDE SAVE | Range | | |
| Properties | | | FORT = CON + + | ft sq | DEFENCE | |
| | | | | | Armour | r Size Misc |
| | | | REFLEX SAVE | PANTSER KLASS | | |
| | | | REF = DEX + + | PK = 10 | + DEX + | - + |
| | | | WILL SAVE | | PANTSER KLASSE | R |
| Properties | | | WILL = WIS + + | PK = 10 | | |
| | | | □ Evasion | | | |
| | | | | AANRAKEN PAN | | |
| | | | | PK = 10 | + DEX / | - + |
| Properties | | | EFFECTS | Temp AC Spell R | esistance Damage Red | luction |
| | | | 2122020 | PK | 1 | |
| | | | | | | |
| INVENTORY | | | | C C | OMBAT ABILI | TIES |
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