NPC

Class _____ Level _____ | **CR**

Race _____

□ MALE □ FEMALE

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	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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HEALTH

HIT POINTS — Wounds _____ □ Dying □ Stable | Non-lethal □ Unconscious

_____ hp | _____ hp | _____ hp

COMBAT

BASE ATTACK | Temp Attack | Temp Damage
_____ | **+** | **+**

INITIATIVE BONUS ___ Misc ___
INIT = **DEX** + ___

SPEED ___ ft ___ sq | **Temp Speed** ___ ft ___ sq

GRAPPLE BONUS ___ = Base Attack + **STR** + **x 4** + ___
Size Modifier ___ Misc ___

SAVING THROWS

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

□ Evasion

EFFECTS

ATTACKS

Range		Attack Bonus	Damage	Critical
	ft sq			
	ft sq			
	ft sq			
	ft sq			

DEFENSE

	Armor & Shield	Size Modifier	Misc Modifier
ARMOR CLASS **AC** = 10 + **DEX** +	___	- ___	+ ___
FLAT-FOOTED ARMOR CLASS **AC** = 10	/ + ___	- ___	+ ___
TOUCH ARMOR CLASS **AC** = 10 + **DEX**	/	- ___	+ ___

Temp AC **AC** | Spell Resistance ___ | Damage Reduction ___ / ___

COMBAT ABILITIES

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