

NPC		Race		
<b>ABILITIES</b>				
Ability Score	Item Bonus	Ability Modifier	Temp Bonus	
<b>STR</b>		<b>STR</b>		
<b>DEX</b>		<b>DEX</b>		
<b>CON</b>		<b>CON</b>		
<b>INT</b>		<b>INT</b>		
<b>WIS</b>		<b>WIS</b>		
<b>CHA</b>		<b>CHA</b>		
Ability Modifier = (Total Ability Score - 10) ÷ 2				
<b>EQUIPMENT</b>				
Properties				
Properties				
Properties				
<b>INVENTORY</b>				

[illegible][illegible]