NPC	Class	Level CR	×	HEALTH		,
Race	CVII I C		HIT POINTS Wounds	☐ Dying	☐ Stable N	on-lethal 🗆 Unconsciou
	Skill +3	Ranks Misc	hp		hp	hp
		×	COMBAT	×	ATTACKS	×
ABILITIES ABILITIES			INITIATIVE BONUS Misc			
Ability Item Ability Temp			INIT = DEX +	Range	Attack Bonus	Damage Critical
SCORE BONUS Modifier BONUS STR			BASE ATTACK Temp Attack Temp Damage	ft sq		
			+ +			
DEX DEX			SPEED with Armor Temp Speed		Attack Bonus	Damage Critical
CON CON			ft sq ft sq ft sq	Range ft sq		
INT INT INT			Swim Fly Climb	ft sq		
wis   Wis			ft sq ft sq ft sq		Attack Bonus	Damana Orikiaal
сна Сна			COMBAT MANEUVERS	Range	Attack bollus	Damage Critical
Ability Modifier = (Total Ability Score - 10) ÷ 2			COMBAT MANEUVER Size BONUS Modifier Misc	ft sq (		
EQUIPMENT .			CMB = % * * * * * * * * * * * * * * * * * *	Ammo	# =	
			COMBAT MANEUVER	Size Deflection		Morale
Properties			DEFENSE	Modifier Modifier	Misc	Bonus
			CMD = 10 + 2 2 2 + STR + DEX +	+ +		+
			DEFENSE	, x	SAVING '	THROWS -
			ARMOR CLASS ARMOR CLASS & Shield Mod	ze Misc ifier <b>FOR</b>	Base TITUDE SAVE	e Save Misc Temp
Properties			AC = 10 + DEX + -	+ FOF	RT = CON +	+
			FLAT-FOOTED ARMOR CLASS	REF	LEX SAVE	
			AC = 10 / + -	+ RE	F = DEX +	+
Properties			TOUCH ARMOR CLASS		L SAVE	
- Toperacs			AC = 10 + DEX / -	+WII	LL = WIS +	+
			Temp AC Spell Resistance Damage Reduction	E\	/asion ☐ Endurance	e
INVENTORY .	NOTES		AC			
			COMBAT ABILITIES	*		
					EFFE	ECTS