NPC

Class _____ **Level** _____ **CR**

Race _____

GOOD LAWFUL CHAOTIC EVIL

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 _____

INVENTORY

SKILLS

Skill		+3	Ranks	Misc
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HEALTH

HIT POINTS _____ hp **Wounds** _____ hp ☐ Dying ☐ Stable **Non-lethal** ☐ Unconscious _____ 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

ATTACKS

Range ___ ft ___ sq — **Attack Bonus** ___ — **Damage** ___ — **Critical** ___

Range ___ ft ___ sq — **Attack Bonus** ___ — **Damage** ___ — **Critical** ___

Range ___ ft ___ sq — **Attack Bonus** ___ — **Damage** ___ — **Critical** ___

Range ___ ft ___ sq — **Attack Bonus** ___ — **Damage** ___ — **Critical** ___

DEFENSE

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

EFFECTS

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

COMBAT ABILITIES