NPC	Class	Level CR	X	HEALTH
Race			HIT POINTS Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unconscious
NACE THE PROPERTY OF THE PROPE	SKILLS Skill +3	Ranks Misc	hp	hp hp
		rights who	COMBAT	ATTACKS
			BASE ATTACK Temp Attack Temp Damage	
ABILITIES Ability Item Ability Temp			+ +	Attack Bonus Damage Critical
Score Bonus Modifier Bonus				Range
STR STR				ft sq
DEX DEX			INITIATIVE BONUS Misc	
			INIT = DEX+	Range Attack Bonus Damage Critical
CON CON			SPEED Temp Speed	ft sq
INT INT INT				
wis			ft sq ft sq	Attack Bonus Damage Critical
CHA CHA			GRAPPLE BONUS Size Modifier Misc	Range
			= 8 B 8 S + STR + x 4 +	ft sq
Ability Modifier = (Total Ability Score - 10) ÷ 2 <b>EQUIPMENT</b>			SAVING THROWS	
Legiliment				Range Attack Bonus Damage Critical
			FORTITUDE SAVE	ft sq
Properties			FORT = CON+ +	DEFENSE
			REFLEX SAVE	ARMOR CLASS ARMOR CLASS Shield Modifier Modifier
			REF = DEX + +	AC = 10 + DEX + - +
			WILL SAVE	
Properties			WILL = WIS + +	FLAT-FOOTED ARMOR CLASS
			□ Evasion	AC = 10 / + - +
				TOUCH ARMOR CLASS  AC = 10 + DEX / - +
				AC = 10 + DEX / - +
Properties			EFFECTS .	Temp AC Spell Resistance Damage Reduction
				AC /
				COMBAT ABILITIES
INVENTORY				