NPC	Class	Level CR	X	HEALTH
Race			HIT POINTS Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unconscious
Nace Nace	SKILLS Skill +3	Ranks Misc	hp	hp hp
		Humo Wise	COMBAT	ATTACKS
<u> </u>			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	
CON CON			INIT = DEX+	Range Attack Bonus Damage Critical
			SPEED Temp Speed	ft sq
INT INT INT				
wis   wis			ft sq ft sq	Attack Bonus Damage Critical
сна СНА			GRAPPLE BONUS Modifier Misc	Range ft sq Damage Critical
Ability Modifier = (Total Ability Score - 10) ÷ 2			= 8 B B S S S S S S S S S S S S S S S S S	it sq
EQUIPMENT			SAVING THROWS	Attack Danier D. C. W. L.
				Range Attack Bonus Damage Critical
Properties			FORTITUDE SAVE	ft sq
			FORT = CON + +	DEFENCE Size Nice
			REFLEX SAVE	ARMOUR CLASS Armour Size Misc & Shield Modifier Modifier
			REF = DEX + +	AC = 10 + DEX + - +
Properties			WILL SAVE	FLAT-FOOTED ARMOUR CLASS
<u> </u>			WILL = WIS + +	AC = 10 / + - +
			□ Evasion	TOUCH ARMOUR CLASS
				AC = 10 + DEX / - +
Properties			EFFECTS	Temp AC Spell Resistance Damage Reduction
Troperated			EFFEGIS ,	AC /
INVENTORY				COMBAT ABILITIES