NPC

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

Race _____

MALE ☐ ☐ FEMALE

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	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

EFFECTS

AANVALLEN

Range		Aanvalsbonus	Damage	Critical
	ft sq			

Range		Aanvalsbonus	Damage	Critical
	ft sq			

Range		Aanvalsbonus	Damage	Critical
	ft sq			

Range		Aanvalsbonus	Damage	Critical
	ft sq			

Range		Aanvalsbonus	Damage	Critical
	ft sq			

DEFENCE

		Armour & Shield	Size Modifier	Misc Modifier
PANTSER KLASSE PK	= 10 **+** DEX **+**	_____	**-** _____	**+** _____
PLATTE VOETEN PANTSER KLASSE PK	= 10	_____ / **+** _____	**-** _____	**+** _____
AANRAKEN PANTSER KLASSE PK	= 10 **+** DEX	_____ /	**-** _____	**+** _____

Temp AC PK

Spell Resistance _____

Damage Reduction _____ / _____

COMBAT ABILITIES