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 Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp   hp   hp

COMBAT

BASE ATTACK   Temp Attack   Temp Damage

\+   \+

INITIATIVE BONUS   Misc

INIT = DEX +

SPEED   Temp Speed

ft   sq   ft   sq

GRAPPLE BONUS   Size Modifier   Misc

= Base Attack + STR + x 4 +

SAVING THROWS

		Base Save	Misc	Temp
FORTITUDE SAVE				
FORT	= CON +		+	
REFLEX SAVE				
REF	= DEX +		+	
WILL SAVE				
WILL	= WIS +		+	

☐ Evasion

EFFECTS

ATTACKS

Range		Attack Bonus	Damage	Critical
	ft sq			
Range		Attack Bonus	Damage	Critical
	ft sq			
Range		Attack Bonus	Damage	Critical
	ft sq			
Range		Attack Bonus	Damage	Critical
	ft sq			

DEFENCE

		Armour & Shield	Size Modifier	Misc Modifier
ARMOUR CLASS				
AC	= 10 + DEX +	−		+
FLAT-FOOTED ARMOUR CLASS				
AC	= 10 /	+	−	+
TOUCH ARMOUR CLASS				
AC	= 10 + DEX /	−		+

Temp AC   Spell Resistance   Damage Reduction

AC   /

COMBAT ABILITIES