NPC					CHARACTER	INFO			INITIATIVE		""	WEAPONS				///
Z	Ö.						Gender		INIT = DEX +			LEVEL			Range ft	sq
CH <sub>4</sub> O <sub>FC</sub>			CR		RACE		Size		ATTACK BONUS		Misc	ATTACK BONUS	Damage d	Critical		
	ITIES Ability	Item	Ability	Temp			Speed	t sq	= STR -	BAB +		LEVEL			Range ft	sq
STR	Score	Bonus	Modifier	Bonus	THEME				RANGED ATTACK  = DEX -	BAB +		ATTACK BONUS	Damage d	Critical		
DEX			DEX		Level				THROWN ATTACK = STR -	BAB +		Туре		Rounds	Clip size	Clips
CON INT			INT		6 12				SAVING THROW FORTITUDE SAVE	Class	Misc	HEALTH HIT POINTS				Dying
WIS .			WIS		18 CLASS			LEVEL	FORT = CON +			hp STAMINA POINTS				hp
-	ΓS + PR	OFICIEN				Key Ability	Skill Ranks LZ Stamina		REF = DEX +	++		sp				sp
					SKILLS	Α <del>Δ</del>			WILL = WIS	+		RESISTANCES		Tempor Hit Poi	ary .	hp
					Skill		+3 Ranks	Misc	SAVING THROW  ENERGY ARMOUR CLASS		rmour	resolve Points				rp
									EAC = 10 + 1	DEX +		INVENTORY			-	Bulk
									Power Hi  COMBAT MANOEUVRE AR	Armour t Points						
									= 8 + I ARMOUR	KAC						
									LEVEL							
									Armour Che Max <b>DEX</b> Penalty	eck Speed						
LANGUAGES									UPGRADES							
LANGI													CREDIT	s		cr