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

SKILLS

Skill			+3	Ranks	Misc
Acrobatics		DEX	☐		
Appraise		INT	☐		
Bluff		CHA	☐		
Climb		STR	☐		
Diplomacy		CHA	☐		
Disable Device		DEX	☐		
Disguise		CHA	☐		
Escape Artist		DEX	☐		
Fly		DEX	☐		
Handle Animal		CHA	☐		
Heal		WIS	☐		
Intimidate		CHA	☐		
Linguistics		INT	☐		
Perception		WIS	☐		
Ride		DEX	☐		
Sense Motive		WIS	☐		
Sleight of Hand		DEX	☐		
Spellcraft		INT	☐		
Stealth		DEX	☐		
Survival		WIS	☐		
Swim		STR	☐		
Use Magical Device		CHA	☐		
			☐		
			☐		
			☐		
			☐		
			☐		

INVENTORY

NOTES

HEALTH

HIT POINTS hp | Wounds hp | ☐ Dying ☐ Stable | Non-lethal hp | ☐ Unconcious

COMBAT

INITIATIVE BONUS | Misc

INIT = DEX +

BASE ATTACK | Temp Attack + | Temp Damage +

SPEED | with Armour | Temp Speed

ft sq | ft sq | ft sq

Swim | Fly | Climb

ft sq | ft sq | ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS | Size Modifier | Misc

CMB = Base Attack + STR + +

COMBAT MANOEUVRE DEFENCE | Size Modifier | Deflection Modifier | Misc | Morale Bonus

CMD = 10 + Base Attack + STR + DEX + + + +

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			

Ammo #

DEFENCE

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

Temp AC | Spell Resistance | Damage Reduction

AC | | /

SAVING THROWS

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

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS