NPC			Class		Level	CR	X	HEALTH			,
							HIT POINTS Wounds		☐ Dying ☐ Stable	Non-lethal 🗆	Unconcious
SS SAMPLY	Race		Skill	SKILLS +3	Ranks M	Misc	hp		hp		hp
CHAOL CHE	-31	Ода при	Acrobatics	DEX -			COMBAT	· ·	ATTACKS		<i>*</i>
U A III U		Appraise	INT -			INITIATIVE BONUS Misc					
ABILITIES			Bluff	CHA □			INIT = DEX +		All I D	D	0.11
Abilit Scor		Ability Temp Modifier Bonus	Climb	STR □			BASE ATTACK Temp Attack Temp Damage	Range	Attack Bonus	Damage	Critical
STR		STR	Diplomacy	CHA □				ft	sq		
			Disable Device	DEX 🗆			+ +				
DEX		DEX	Disguise	CHA □			SPEED with Armor Temp Speed		Attack Bonus	Damage	Critical
CON		CON	Escape Artist	DEX -			ft sq ft sq ft sq	Range		Dumage	Ontiour
INT		INT	Fly	DEX 🗆			Swim Fly Climb	ft	sq		
			Handle Animal	CHA □			ft sq ft sq ft sq				
wis		WIS	Heal	wis 🗆				D	Attack Bonus	Damage	Critical
CHA		CHA	Intimidate	CHA □			COMPAT MANEUVERS	Range			
Ability Mo	difier = (Total Ab	pility Score - 10) ÷ 2	Linguistics	INT □		1	COMBAT MANEUVRE Size BONUS Modifier Misc	ft	sq		
EQUIPMENT •			Perception	WIS -			$\begin{array}{c} \text{CMB} = \overset{\text{def}}{\text{S}} + \text{STR} + \\ \text{+} \\ \end{array}$	Ammo	#		
			Ride	DEX 🗆			COMBAT MANEUVRE				
Properties			Sense Motive	WIS 🗆			DEFENCE	Size Defle Modifier Mod			Morale Bonus
			Sleight of Hand	DEX 🗆			CMD = 10 + & S + STR + DEX +	+	+	+	
			Spellcraft	INT □			TO WE WITH DEAT				
			Stealth	DEX 🗆			DEFENCE	#		THROWS	
Properties			Survival	WIS -			ARMOR CLASS & Shield Mod		FORTITUDE SAVI	ise Save Misc E	: Temp
			Swim	STR □			AC = 10 + DEX + -	+	FORT = CON+	+	
			Use Magical Device	CHA 🗆			FLAT-FOOTED ARMOR CLASS		REFLEX SAVE		_
							AC = 10 / + -	_			
								'	REF = DEX+	+	
Properties							TOUCH ARMOR CLASS		WILL SAVE		
							AC = 10 + DEX / -	···· *	WILL = WIS+	+	
							Temp AC Spell Resistance Damage Reduction		☐ Evasion ☐ Endurar	nce	
×	INVENTO	ORY	×	NOTES		-	AC				
							COMBAT ABILITIES	<i>I</i>			
									EFI	FECTS	