NPC					Class			Level	CR		HIT POINTS Wounds	HEALTH	☐ Dying ☐ Stable	Non lothal	□ Unconcious
2000	Ra	ace			×	SKIL					hp		hp	Non-lethal	hp
OH SOFIC			O	FEMALE	Skill Acrobatics Appraise		DEX 🗆	Ranks	Misc		COMBAT INITIATIVE BONUS Misc	7	ATTACKS		
×	Ability Score	ABILIT	Ability Modifier	Temp Bonus	Bluff Climb		INT CHACK				INIT = DEX + BASE ATTACK Temp Attack Temp Da	Range	Attack Bonus	Damage	Critical
STR DEX			STR DEX		Diplomacy Disable Device		CHA DEX D				+ +		sq		
CON			CON		Disguise Escape Artist		CHA DEX D				speed with Armour Temp Speed ft sq ft sq ft	Range sq ft	Attack Bonus	Damage	Critical
INT WIS			INT WIS	_	Fly Handle Animal Heal		CHA D				Swim Fly Climb ft sq ft sq ft	sq	Attack Bonus	Damage	Critical
CHA Ab		ier = (Total	CHA Ability Sco		Intimidate Linguistics		CHA DINT D				COMBAT MANOEUVRES COMBAT MANEUVRE Size BONUS Modifier	Range ft Ammo	sq		
	E	EQUIPM	ENT	*	Perception Ride		WIS DEX D				$ \begin{array}{c} \text{CMB} = \overset{\circ}{\overset{\circ}{\overset{\circ}{\overset{\circ}{\overset{\circ}{\overset{\circ}{\overset{\circ}{\overset{\circ}$		# flection		Morale
Properties					Sense Motive Sleight of Hand Spellcraft Stealth		DEX I				$ \begin{array}{c} \text{CMD} = 10 + \frac{98}{20} + \text{STR} + \text{D} \\ \text{DEFENCE} \end{array} $	Modifier M	odifier Misc	G THROW	Bonus +
Proper	rties				Survival Swim Use Magical Device		DEX D				ARMOUR CLASS Armour & Shield AC = 10 + DEX +	Size Misc Modifier		ase Save M	
					Ose Magical Device		CHA □				FLAT-FOOTED ARMOUR CLASS AC = 10 / + TOUCH ARMOUR CLASS	+	REFLEX SAVE REF = DEX +	+	
Proper	rties										AC = 10 + DEX / · Temp AC Spell Resistance Damage Reduct	- + 	WILL SAVE WILL = WIS +	+ ance	
*	I	INVENT(ORY	*	X	NOT	ES		#		COMBAT ABILITI	ES			
													EF	FECTS	*