NPC Character Name Level Class Size Allegiance Size Modifier ON THE PROPERTY OF THE PROPERT **ABILITIES SKILLS** Ability Item Ability Temp Skill Ranks Racial, Feats Modifier Score Bonus Bonus Balance STR Climb **Escape Artist** CON Hide DEX Jump INT Listen WIS Move Silently **CHA** Search Ability Modifier = (Total Ability Score - 10) ÷ 2 Sense Motive EQUIPMENT Spot Survival Properties Swim Properties INVENTORY Properties

Properties

×	HEALTH					*
HIT POINTS Wounds			Dying	☐ Stable	Non-lethal	☐ Unconciou
hp				hp		hp
COMBAT	×		A	TTACK	S	,
BASE ATTACK Temp Attack Temp Damage						
+ +	Range		Atta	ck Bonus	Damage	Critical
	ft	sq][
INITIATIVE BONUS Misc						
INIT = DEX+	Range		Atta	ck Bonus	Damage	e Critical
	ft	sq				
SPEED Temp Speed						
ft sq ft sq			Atta	ck Bonus	Damage	e Critical
GRAPPLE BONUS Size Modifier Misc	Range					
= 88 4 + STR + x 4 +	ft	sq			<i>/</i>	
SAVING THROWS			۸tta	ck Bonus	Damage	e Critical
Base Save Misc Temp FORTITUDE SAVE	Range		Atto	ok Dollus	Dalilage	Cittical
FORT = CON+ +	ft	sq	П	EFENC	ノ <u>L</u> F	
REFLEX SAVE				Arm & Sh		ze Misc
REF = DEX+ +	ARMOUR CLA				nield Mod	
WILL SAVE	AC =			X +		+
WILL = WIS+ +		DAR 10		+	_	+
□ Evasion	TOUCH ARM					
			• DE		_	+
EFFECTS	Temp AC Sp	nell Re	sistanc	e Damage	Reduction	
EFFECIS /	AC	oen ne	oroturio	o Damage	 	
	AU		03.fD	A TE A DE	TETE	
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