NPC

Character Name _____

Race _____   Class _____   Level [ ]

Allegiance _____   Size _____

GOOD / LAWFUL / CHAOTIC / EVIL

Size Modifier _____   ☐ MALE ☐ FEMALE

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR	____	____	STR	____
CON	____	____	CON	____
DEX	____	____	DEX	____
INT	____	____	INT	____
WIS	____	____	WIS	____
CHA	____	____	CHA	____

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Properties _____

Properties _____

Properties _____

Properties _____

Properties _____

SKILLS

Skill	Ranks		Racial, Feats
Balance		DEX	____
Climb		STR	____
Escape Artist		DEX	____
Hide		DEX	____
Jump		STR	____
Listen		WIS	____
Move Silently		DEX	____
Search		INT	____
Sense Motive		WIS	____
Spot		WIS	____
Survival		WIS	____
Swim		STR	____

INVENTORY

HEALTH

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

____ hp   _____ hp   _____ hp

COMBAT

BASE ATTACK   Temp Attack   Temp Damage

____   +   +

INITIATIVE BONUS   Misc

INIT = DEX + _____

SPEED   Temp Speed

____ ft ____ sq   ____ ft ____ sq

GRAPPLE BONUS   Size Modifier   Misc

____ = Base Attack + STR + x 4 +

SAVING THROWS

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

☐ Evasion

EFFECTS

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ATTACKS

Range	Attack Bonus	Damage	Critical
____ ft ____ sq			
____ ft ____ sq			
____ ft ____ sq			
____ ft ____ sq			

DEFENCE

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

Temp AC   Spell Resistance   Damage Reduction

AC   ____ / ____

COMBAT ABILITIES