NPC

Character Name _____

Race _____
Class _____
Level ☐

Allegiance _____
Size _____

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 _____

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 ___ hp

Wounds ___ hp

☐ Dying ☐ Stable

Non-lethal ☐ Unconcious ___ hp

COMBAT

BASE ATTACK ___
Temp Attack +
Temp Damage +

INITIATIVE BONUS   Misc
INIT = DEX + ___

SPEED ___ ft sq
Temp Speed ___ ft sq

GRAPPLE BONUS
___ = Base Attack + STR + x 4 +
Size Modifier   Misc

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 ___ ft sq	Attack Bonus	Damage	Critical

Range ___ ft sq	Attack Bonus	Damage	Critical

Range ___ ft sq	Attack Bonus	Damage	Critical

Range ___ ft sq	Attack Bonus	Damage	Critical

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

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