

NPC

Character Name



Race

Class

Level

Allegiance

Size



Size
Modifier



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

☐ Unconscious

hp

hp

hp

COMBAT

BASE ATTACK

Temp Attack

Temp Damage

Range

ft sq

Attack Bonus

Damage

Critical

ft sq

INITIATIVE BONUS

Misc

 = +

SPEED

Temp Speed

 ft sq

 ft sq

GRAPPLE BONUS

Size
Modifier

Misc

 = + + +

SAVING THROWS

Base Save

Misc

Temp

FORTITUDE SAVE

 = + +

REFLEX SAVE

 = + +

WILL SAVE

 = + +

☐ Evasion

EFFECTS

ATTACKS

Range

ft sq

Attack Bonus

Damage

Critical

ft sq

Range

ft sq

Attack Bonus

Damage

Critical

ft sq

Range

ft sq

Attack Bonus

Damage

Critical

ft sq

Range

ft sq

Attack Bonus

Damage

Critical

ft sq

DEFENCE

ARMOUR CLASS

Armour
& Shield

Size
Modifier

Misc
Modifier

 AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

 AC = 10 / + - +

TOUCH ARMOUR CLASS

 AC = 10 + DEX / - +

Temp AC

Spell Resistance

Damage Reduction

 AC /

COMBAT ABILITIES