

NPC

Character Name



Race

Class

Level

Allegiance

Size



Size
Modifier



ABILITIES

SKILLS

Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Skill		Ranks	Racial, Feats
STR		STR		Balance		DEX	
CON		CON		Climb		STR	
DEX		DEX		Escape Artist		DEX	
INT		INT		Hide		DEX	
WIS		WIS		Jump		STR	
CHA		CHA		Listen		WIS	
				Move Silently		DEX	
				Search		INT	
				Sense Motive		WIS	
				Spot		WIS	
				Survival		WIS	
				Swim		STR	

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

EQUIPMENT

Properties

Properties

Properties

Properties

Properties

INVENTORY

HEALTH

HIT POINTS

Wounds

☐ Dying ☐ Stable ☐ Non-lethal ☐ Unconscious

hp

hp

hp

COMBAT

ATTACKS

BASE ATTACK

Temp Attack

Temp Damage

+

+

Range

Attack Bonus

Damage

Critical

ft

sq

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

Range

Attack Bonus

Damage

Critical

ft

sq

DEFENCE

ARMOR CLASS

Armor
& Shield

Size
Modifier

Misc
Modifier

AC

= 10 + DEX +

-

+

FLAT-FOOTED ARMOR CLASS

AC

= 10

/

+

+

TOUCH ARMOR CLASS

AC

= 10 + DEX

/

-

+

Temp AC

Spell Resistance

Damage Reduction

AC

/

EFFECTS

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COMBAT ABILITIES