NPC

Race

GOOD LAWFUL CHAOTIC EVIL

MALE FEMALE

ABILITIES

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

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

EQUIPMENT

Properties

Properties

Properties

INVENTORY

Class

Level CR

SKILLS

Skill			+3	Ranks	Misc
Acrobatics		DEX	☐		
Appraise		INT	☐		
Bluff		CHA	☐		
Climb		STR	☐		
Diplomacy		CHA	☐		
Disable Device		DEX	☐		
Disguise		CHA	☐		
Escape Artist		DEX	☐		
Fly		DEX	☐		
Handle Animal		CHA	☐		
Heal		WIS	☐		
Intimidate		CHA	☐		
Linguistics		INT	☐		
Perception		WIS	☐		
Ride		DEX	☐		
Sense Motive		WIS	☐		
Sleight of Hand		DEX	☐		
Spellcraft		INT	☐		
Stealth		DEX	☐		
Survival		WIS	☐		
Swim		STR	☐		
Use Magical Device		CHA	☐		
			☐		
			☐		
			☐		
			☐		
			☐		

NOTES

HEALTH

HIT POINTS hp

Wounds hp

☐ Dying ☐ Stable

Non-lethal hp

☐ Unconcious

COMBAT

INITIATIVE BONUS

INIT = DEX + Misc

BASE ATTACK

Temp Attack +

Temp Damage +

SPEED

ft sq

with Armour ft sq

Temp Speed ft sq

Swim ft sq

Fly ft sq

Climb ft sq

COMBAT MANOEUVRES

COMBAT MANEUVRE BONUS

CMB = Base Attack + STR + Size Modifier + Misc

COMBAT MANEUVRE DEFENCE

CMD = 10 + Base Attack + STR + DEX + Size Modifier + Deflection Modifier + Misc

Morale Bonus +

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			

Ammo #

DEFENCE

ARMOUR CLASS

AC = 10 + DEX + Armour & Shield − Size Modifier + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + − +

TOUCH ARMOUR CLASS

AC = 10 + DEX / − +

Temp AC AC

Spell Resistance

Damage Reduction /

SAVING THROWS

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

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS