NPC			Class		Level CR	7	X	HEALTH		*
<u> </u>					OIL	4	HIT POINTS Wounds		☐ Dying ☐ Stable	Non-lethal Unconcious
COO SAMELY	Race		Skill	SKILLS +3	Ranks Misc		hp		hp	hp
CHAOL CHI	-31	2	- '	DEX -	Tiumo imoo		COMBAT	×	ATTACKS	
******	111		Appraise	INT □		1	INITIATIVE BONUS Misc			
ABILITIES			Bluff	CHA □		_	INIT = DEX +			0.00
Abilit Scor		Ability Temp Modifier Bonus	-11	STR □				Range	Attack Bonus	Damage Critical
STR		STR	Diplomacy	СНА 🗆		- :		ft	sq	
				DEX -			+ +			
DEX		DEX	Disguise	CHA □		-	SPEED with Armor Temp Speed		Attack Bonus	Damage Critical
CON		CON	Escape Artist	DEX -			ft sq ft sq ft sq	Range	Attuck Bollus	Dalliage Citical
INT —		INT	Fly	DEX -		_	Swim Fly Climb	ft	sq	
		-	Handle Animal	CHA 🗆						
wis	_	WIS	Heal	wis 🗆		- :	ft sq ft sq ft sq		Attack Bonus	Damage Critical
СНА		СНА	Intimidate	CHA 🗆			COMBAT MANEUVERS	Range		
Ability Mo	difier = (Total Al	pility Score - 10) ÷ 2	Linguistics	INT □		_	COMBAT MANEUVER Size BONUS Modifier Misc	ft	sq	
EQUIPMENT •			Perception	WIS □			CMB = as a t + STR + +	Ammo	#	
			Ride	DEX 🗆		- !				
Properties			Sense Motive	WIS -			COMBAT MANEUVER DEFENCE	Size Defle Modifier Mod		Morale Bonus
			Sleight of Hand	DEX -		_	(CMD) = 10 + 88 8 + STR + DEX +		+	+
			Spellcraft	INT □			CMD - 10 + & # + STK + DEX			
			- Stealth	DEX 🗆		- :	DEFENCE	*	SAVING	THROWS
Properties			Survival	WIS -				ze Misc lifier	FORTITUDE SAVI	se Save Misc Temp
			Swim	STR □		- :				
			Use Magical Device	CHA 🗆			AC = 10 + DEX + -	+	FORT = CON+	+
						_	FLAT-FOOTED ARMOR CLASS		REFLEX SAVE	
							AC = 10 / +	· · · · · · · · · · · · · · · · · · ·	REF = DEX+	+
Properties			-			_ ;	TOUCH ARMOR CLASS		WILL SAVE	
							AC = 10 + DEX / -	+	WILL = WIS+	+
						_	Temp AC Spell Resistance Damage Reduction		☐ Evasion ☐ Endurar	
×	INVENT	ORY #		NOTES			AC			100
	111 7 211 1			110120		•	COMBAT ABILITIES			
							COMIDAT ADILITIES			
									EFI	FECTS