NPC Character Name Level Class Size Allegiance Size Modifier ON THE PROPERTY OF THE PROPERT **ABILITIES SKILLS** Ability Item Ability Temp Skill Ranks Racial, Feats Modifier Score Bonus Bonus Balance STR Climb **Escape Artist** CON Hide DEX Jump INT Listen WIS Move Silently **CHA** Search Ability Modifier = (Total Ability Score - 10) ÷ 2 Sense Motive EQUIPMENT Spot Survival Properties Swim Properties INVENTORY Properties

Properties

×	HEALTH	*
HIT POINTS Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unc	onsciou
hp	hp	hp
COMBAT	ATTACKS	,
BASE ATTACK Temp Attack Temp Damage	e I	
+ +	Range Attack Bonus Damage C	Critical
	ft sq	
TANETATIVE DOMING Min		
INIT = DEX+	Range Attack Bonus Damage (Critical
	ft sq	
SPEED Temp Speed	11 34	
ft sq ft sq	Attack Bonus Damage (Critical
GRAPPLE BONUS Size Modifier Misc	Range	Jittoui
= sgg + STR + x 4 +	ft sq	
SAVING THROWS		
Base Save Misc Temp	Range Attack Bonus Damage C	Critical
FORTITUDE SAVE FORT = CON+ +	ft sq	
REFLEX SAVE	DEFENCE Armor Size	Misc
REF = DEX+ +		Modifie
WILL SAVE	AC = 10 + DEX + - +	
WILL = WIS + +	FLAT-FOOTED ARMOR CLASS	
□ Evasion	AC = 10 / + - +	
	TOUCH ARMOR CLASS	
	AC = 10 + DEX / - +	
EFFECTS	Temp AC Spell Resistance Damage Reduction	
	AC	
	COMBAT ABILITIES	*