

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 +

Range Attack Bonus Damage Critical

ft sq

SPEED Temp Speed

ft sq ft sq

Range Attack Bonus Damage Critical

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

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

EFFECTS

☐ ☐ ☐ ☐ ☐ ☐

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