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		□ Dyin	ıg □ Stable	Non-lethal 🗆	Unconsciou
hp			hp		hp
COMBAT	×		ATTACK	(S	
BASE ATTACK Temp Attack Temp Damage					
+ +	Range		Attack Bonus	Damage	Critical
	ft	sq			
TANETA TIME DOMING Min					
INIT = DEX+	Range		Attack Bonus	Damage	Critical
	ft	sq			
SPEED Temp Speed	- 10	34 C			
ft sq ft sq			Attack Bonus	Damage	Critical
GRAPPLE BONUS Size Modifier Misc	Range		THE DOTTED	Damage	
= B B B s e Attack	ft	sq _		J <u> </u>] [
SAVING THROWS			A.I I. D	_	
Base Save Misc Temp FORTITUDE SAVE	Range		Attack Bonus	Damage	Critical
FORT = CON+ +	ft	sq	DEFENC		
REFLEX SAVE	×				Misc
REF = DEX+ +	ARMOUR CLA		Arn & S	hield Modifie	r Modifie
WILL SAVE)EX +	-	+
WILL = WIS + +	FLAT-FOOTEI				
□ Evasion		10	+_	-	. +
	AC = 1	10 + I		/ -	+
EFFECTS		ell Resist	ance Damage	Reduction	
	AC				
	Ĭ,	COM	IBAT ABI	LITIES	,