

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 +

SPEED

Temp Speed

ft

sq

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

Range

Attack Bonus

Damage

Critical

ft

sq

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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