

NPC		Race		
ABILITIES				
Ability Score	Item Bonus	Ability Modifier	Temp Bonus	
STR		STR		
DEX		DEX		
CON		CON		
INT		INT		
WIS		WIS		
CHA		CHA		
Ability Modifier = (Total Ability Score - 10) ÷ 2				
EQUIPMENT				
Properties				
Properties				
Properties				
INVENTORY				

[illegible]

HEALTH

HIT POINTS

Wounds

hp

hp

hp

☐ Dying
☐ Stable
Non-lethal
☐ Unconscious

COMBAT

BASE ATTACK

Temp Attack

Temp Damage

+

+

INITIATIVE BONUS

Misc

INIT

=

DEX

+

SPEED

Temp Speed

ft

sq

ft

sq

GRAPPLE BONUS

Size Modifier

Misc

=

Base Attack

+

STR

+

x 4

+

SAVING THROWS

FORTITUDE SAVE

Base Save

Misc

Temp

FORT

=

CON

+

+

REFLEX SAVE

REF

=

DEX

+

+

WILL SAVE

WILL

=

WIS

+

+

☐ Evasion

EFFECTS

ATTACKS

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

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