NPC

Race

MALE ☐☐ ☐☐ FEMALE

Class **Level** **CR**

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

SKILLS

Skill		+3	Ranks	Misc
Acrobatics	DEX ☐			
Appraise	INT ☐			
Bluff	CHA ☐			
Climb	STR ☐			
Diplomacy	CHA ☐			
Disable Device	DEX ☐			
Disguise	CHA ☐			
Escape Artist	DEX ☐			
Fly	DEX ☐			
Handle Animal	CHA ☐			
Heal	WIS ☐			
Intimidate	CHA ☐			
Linguistics	INT ☐			
Perception	WIS ☐			
Ride	DEX ☐			
Sense Motive	WIS ☐			
Sleight of Hand	DEX ☐			
Spellcraft	INT ☐			
Stealth	DEX ☐			
Survival	WIS ☐			
Swim	STR ☐			
Use Magical Device	CHA ☐			
	☐			
	☐			
	☐			
	☐			
	☐			

NOTES

HEALTH

HIT POINTS — hp

Wounds — hp

☐ Dying ☐ Stable

Non-lethal ☐ Unconcious — hp

COMBAT

INICIATIVA BONUS Misc

INIT = DEX +

BASE ATTACK Temp Attack Temp Damage

+ **+**

SPEED with Armour Temp Speed

ft sq | ft sq | ft sq

Swim — ft sq | Fly — ft sq | Climb — ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

CMB = Base Attack + STR + +

COMBAT MANOEUVRE DEFENCE Size Modifier | Deflection Modifier | Misc | Morale Bonus

CMD = 10 + Base Attack + STR + DEX + + + +

ATTACKS

	Attack Bonus	Damage	Critical
Range — ft sq			
Range — ft sq			
Range — ft sq			

Ammo #

DEFENCE

ARMOUR CLASS Armour & Shield | Size Modifier | Misc

AC = 10 + DEX + - +

SURPRESA ARMOUR CLASS

AC = 10 / + - +

TOQUE ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC — AC | Spell Resistance | Damage Reduction /

SAVING THROWS

		Base Save	Misc	Temp
Fortitude SAVE	FORT = CON +		+	
REFLEXO RESISTÊNCIA	REF = DEX +		+	
VONTADE RESISTENCIA	WILL = WIS +		+	

☐ Evasion ☐ Endurance

COMBAT ABILITIES

EFFECTS