NPC

Character Name _____

Race _____

Class _____

Level ☐

Allegiance _____

Size _____

Size Modifier

MALE ☐☐ FEMALE ☐

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR	___	___	STR	___
CON	___	___	CON	___
DEX	___	___	DEX	___
INT	___	___	INT	___
WIS	___	___	WIS	___
CHA	___	___	CHA	___

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Properties _____

Properties _____

Properties _____

Properties _____

Properties _____

Properties _____

SKILLS

Skill		Ranks	Racial, Feats
Balance	DEX	___	___
Climb	STR	___	___
Escape Artist	DEX	___	___
Hide	DEX	___	___
Jump	STR	___	___
Listen	WIS	___	___
Move Silently	DEX	___	___
Search	INT	___	___
Sense Motive	WIS	___	___
Spot	WIS	___	___
Survival	WIS	___	___
Swim	STR	___	___

INVENTORY

_____
_____
_____
_____
_____
_____
_____
_____
_____

HEALTH

HIT POINTS ___ hp

Wounds ___ hp

☐ Dying ☐ Stable

Non-lethal ☐ Unconscious ___ hp

COMBAT

BASE ATTACK ___

Temp Attack +

Temp Damage +

INICIATIVA BONUS   Misc

INIT = DEX + ___

SPEED ___ ft   sq

Temp Speed ___ ft   sq

GRAPPLE BONUS

___ = Base Attack + STR + x 4 +

Size Modifier   Misc

SAVING THROWS

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

☐ Evasion

EFFECTS

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ATTACKS

Range	Attack Bonus	Damage	Critical
___ ft ___ sq			
___ ft ___ sq			
___ ft ___ sq			
___ ft ___ sq			

DEFENCE

		Armour & Shield	Size Modifier	Misc Modifier
ARMOUR CLASS	AC = 10 + DEX +	___	-	+
SURPRESA ARMOUR CLASS	AC = 10	/ +	-	+
TOQUE ARMOUR CLASS	AC = 10 + DEX	/	-	+

Temp AC ___

Spell Resistance ___

Damage Reduction ___ / ___

COMBAT ABILITIES

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