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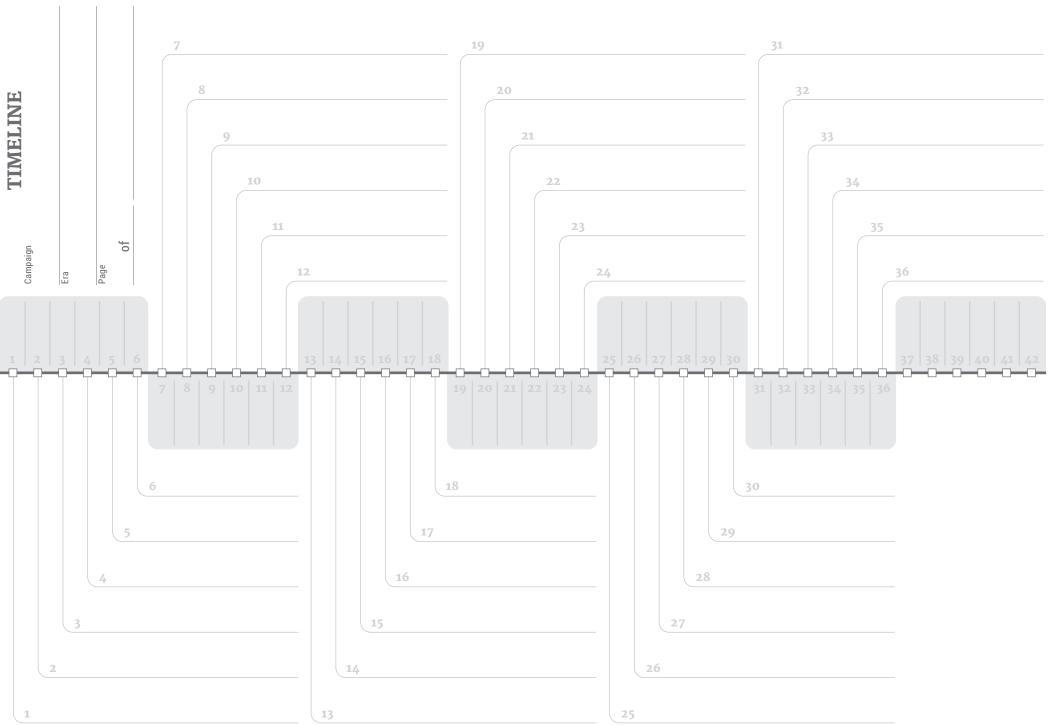
NPC		Class		Level	HIT POINTS Wounds
Race		×	SKILLS	,	
\$ 1 m		Skill		Ranks Misc	hp
		Acrobatics	DEX -		COMBAT
ABILIT		Appraise	INT -		INITIATIVE BONUS
Ability Item	Ability Temp	Bluff	CHA -		INIT = DEX +
Score Bonus	Modifier Bonus	Climb	STR 🗆		BASE ATTACK Temp At
STR	STR	Diplomacy	CHA 🗆		+
DEX	DEX	Disable Device	DEX -		SPEED with Armour
		Disguise	CHA 🗆		SPEED with Armour
CON	CON	Escape Artist	DEX -		ft sq ft sq
INT	INT	Fly	DEX 🗆		Swim Fly
wis —	wis	Handle Animal	CHA 🗆		ft sq ft sq
		Heal	WIS -		COMBAT MANOR
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Ability Modifier = (Total /		Linguistics	INT □		BONUS
EQUIPM EQUIPM	MENT ?	Perception	WIS -		CMB = 8 8 + STR +
		Ride	DEX 🗆		COMBAT MANOEUVRE
Properties		Sense Motive	WIS -		DEFENCE
		Sleight of Hand	DEX 🗆		CMD = 10 + gg x x x x x x x x x x x x x x x x x
		Spellcraft	INT □		
		Stealth	DEX 🗆		DEI
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Properties		Swim	STR □		AC = 10 + DEX
		Use Magical Device	CHA 🗆		FLAT-FOOTED ARMOUR CI
					AC = 10 /
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					AC = 10 + DEX
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INVENT	TORY	×	NOTES	,	AC
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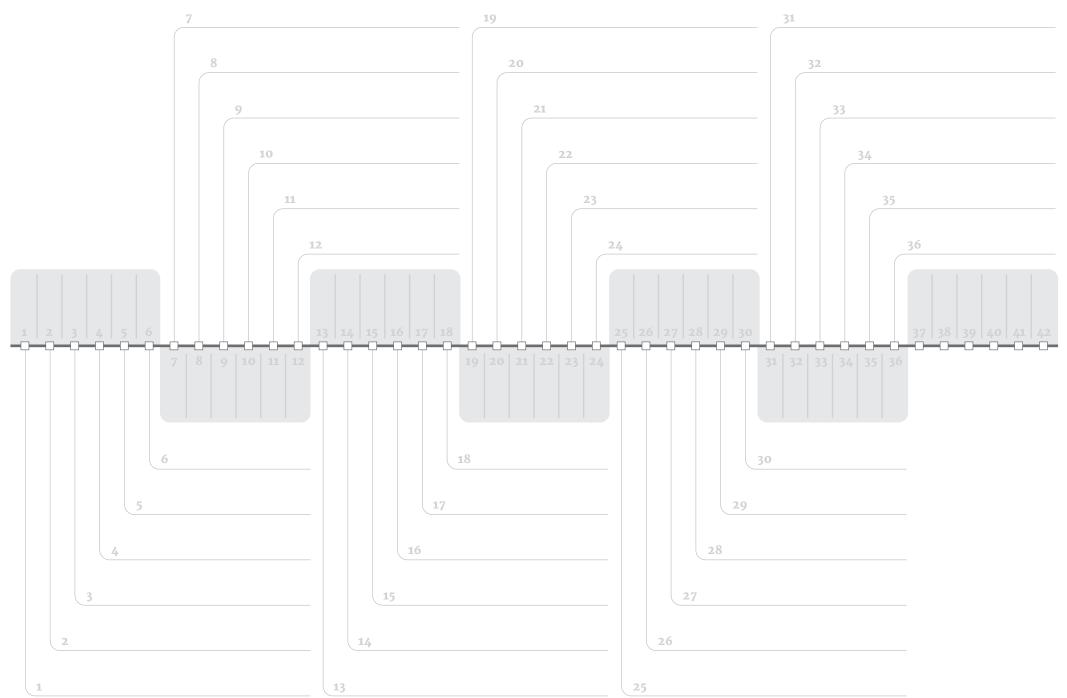
*	HEALTH		*
HIT POINTS Wounds		☐ Dying ☐ Stable No	on-lethal 🗆 Unconcious
hp		hp	hp
COMBAT	*	ATTACKS	*
INITIATIVE BONUS Misc			
INIT = DEX +		Attack Bonus	Damage Critical
BASE ATTACK Temp Attack Temp Damage	Range e ft	sq	
+ +	11	34	
SPEED with Armour Temp Speed		Aug. I. Dog	
ft sq ft sq ft sq	Range	Attack Bonus	Damage Critical
Swim Fly Climb	ft	sq	
ft sq ft sq ft sq			
COMBAT MANOEUVRES	Range	Attack Bonus	Damage Critical
COMBAT MANOEUVRE Size	ft	sq	
BONUS Modifier Misc	Ammo		
CMB = & # # + STR + +		#	
COMBAT MANOEUVRE DEFENCE	Size Defle Modifier Mod	ection difier Misc	Morale
CMD = 10 + & # + STR + DEX	Modifier Mod	iller Misc	Bonus
	<u> </u>		
DEFENCE	, M.	SAVING T	
	Gize Misc difier	FORTITUDE SAVE	Save Misc Temp
AC = 10 + DEX + -	+	FORT = CON+	+
FLAT-FOOTED ARMOUR CLASS		REFLEX SAVE	
AC = 10 / + -	+	REF = DEX+	+
TOUCH ARMOUR CLASS		WILL SAVE	
AC = 10 + DEX / -	+	WILL = WIS+	+
Temp AC Spell Resistance Damage Reduction		☐ Evasion ☐ Endurance	
AC			
COMBAT ABILITIES	<b>"</b>		
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