```
{{NPC-Noncombat-Noimage}}
                                               {{align}} {{gender}} {{race}}
Init: {{init}} {{init situational}};
Senses: Percep {{percep}} {{percep situational}}, {{ senses...
}}{{auras|?auras}}{{auras.., }}
DEFENSE
AC:{{AC}}, tch:{{tAC}}, flat:{{ffAC}}
hp:{{HP}} {{(HD)}}
Fort:{{Fort}}, Ref:{{Refl}}, Will:{{Will}}
OFFENSE
Speed base:{{basespeed}} crnt:{{speed}}{{
|otherspeed..; }} E:{{encum../}}{{(carry)}}{{ load}}
Size: {{size}}; Space {{space}}; Reach {{reach}}}
Other abilities: {{spell classes..; }}{{spells known: |spells
known... }}{{spells memorized: |spells memorized... }} {{spelllike
special... }}
{{other special...}}
Personality / Mannerisms
{{npc personality-mannerisms}}
```

```
{{height}}{{ |weight}}{{ |age}}{{ yr old|?age}}{{ |skin}}{{ skin|?skin}}{{ |hair}}{{
hair|?hair}}{{ |eyes}}{{ eyes|?eyes}}{{ |personal}}{{ |npc description}}
STATISTICS
Str {{str}}({{STR}}), Dex {{dex}}({{DEX}}), Con {{con}}({{CON}}), Int
{{int}}(({INT}}), Wis {{wis}}(({WIS}}), Cha {{cha}}(({CHA}})
Feats {{nonproffeats..; }}
Skills (ACP--{{ACP}}): {{ trained skills..; }}
Languages {{languages.., }}
Gear: armor {{defenses equipped armor..., }}; magic {{magic items..., }}; other {{gear items...,
{{spell book: |spell book.., }} {{money}}gp
History / Goals / Boons
{{npc history-goals}}{{npc basics-goals}}{{npc basics-plots}}{{npc
basics-boons}}
PC Interactions
{{npc pc-interactions}}
```

{{classes summary}}{{(deity)}} {{XP | XP}} {{CR

|CR}}

```
{{NPC-Noncombat-Image}}
                                             {{align}} {{gender}} {{race}}
                                                                                    {{classes summary}}{{(deity)}} {{XP | XP}} {{CR
                                                                                                                                      |CR}}
Init: {{init}} {{init}};
                                                             {{height}}{{ |weight}}{{ |age}}{{ yr old|?age}}{{ |skin}}{{
                                                             skin|?skin}}{{ |hair}}{{ hair|?hair}}{{ |eyes}}{{
Senses: Percep {{percep}} {{percep situational}}; {{ senses...
}}{{auras|?auras}}{{auras...}}
                                                             eves|?eves}\{{ |personal}}{{ |npc description}}
                                                                                                                      {{image}}
DEFENSE
AC:{{AC}}, tch:{{tAC}}, flat:{{ffAC}}
hp:{{HP}} {{(HD)}}
Fort:{{Fort}}, Ref:{{Refl}}, Will:{{Will}}
                                                              STATISTICS
                                                             Str {{str}}(({STR})), Dex {{dex}}(({DEX})), Con {{con}}(({CON})), Int
OFFENSE
                                                             {{int}}(({INT}}), Wis {{wis}}(({WIS}}), Cha {{cha}}(({CHA}})
Speed base:{{basespeed}} crnt:{{speed}}{{
                                                             Feats {{nonproffeats..; }}
Skills (ACP→{{ACP}}): {{ trained skills..; }}
Size: {{size}}; Space {{space}}; Reach {{reach}}
                                                             Languages {{languages...}}
Other abilities: {{spell classes..; }}{{spells known: |spells
                                                             Gear: armor {{defenses equipped armor..., }}; magic {{magic items..., }}; other {{gear items...,
known... }}{{spells memorized: |spells memorized... }} {{spelllike
special.., }}
                                                             {{spell book: |spell book.., }} {{money}}gp
{{other special.., }}
                                                              History / Goals / Boons
Personality / Mannerisms
                                                             {{npc history-goals}}{{npc basics-goals}}{{npc basics-plots}}{{npc basics-plots}}}
{{npc personality-mannerisms}}
                                                             basics-boons}}
                                                              PC Interactions
                                                             {{npc pc-interactions}}
             {{cli
{{typ
             mat
elco
       con}
n}}
                  {{source book..., }}
```

```
Init: {{init}} {{init}};
Senses: Percep {{percep}} {{percep situational}}, {{ senses...
    }}{{auras|?auras}}{{auras...}}
DEFENSE
AC:{{AC}}, tch:{{tAC}}, flat:{{ffAC}} CMD:{{CMD}}{{CMDothers}}
hp:{{HP}} {{(HD)}} {{DR|?DR}}{{DR..., }}
Fort:{{Fort}}, Ref:{{Refl}}, Will:{{Will}}
{{Forts}}{{Refls}}{{Wills}}{{Saves}}
{{defence special.., }} immune→{{immune special.., }}; resist→
    {{resist special.., }}; weak→{{weak special.., }}
OFFENSE
Speed base:{{basespeed}} crnt:{{speed}}{{
    BAB:{{BAB}} CMB:{{CMB}}{{CMBothers}}
Melee {{meleeB}}: {{ melee weapons...;
Range {{rangeB}}: {{ range weapons..;
Size: {{size}}; Space {{space}}; Reach {{reach}}
Special Attks:{{attack special..; }}
Other abilities: {{spell classes..; }}{{spells known: |spells
    known... }}{{spells memorized: |spells memorized... }}
{{spelllike special.., }}
{{other special... }}
       {{ter
             {{cli
{{typ
             mat
elco
       con}
              elco
```

{{source book.., }}

{{NPC-Combat-Noimage}}

n}}

```
{{height}}{{ |weight}}{{ |age}}{{ |yr old|?age}}{{ |skin}}{{ |skin|?skin}}{{ |hair}}{{ |hair}}{{ |hair}}{{ |hair}}{{ | hair}}{{ | h
```

{{classes summary}}{{(deity)}} **{{XP | XP}} {{CR**

ICR}}

TATICS

{{align}} {{gender}} {{race}}

Before: {{npc tactics-before}}
During: {{npc tactics-during}}
Moral: {{npc tactics-morale}}

```
PC Interactions
```

{{npc pc-interactions}}

```
{{NPC-Combat-Image}}
                                               {{align}} {{gender}} {{race}}
                                                                                        {{classes summary}}{{(deity)}} {{XP | XP}} {{CR
                                                                                                                                             |CR}}
Init: {{init}} {{init}};
                                                                 {{height}}{{ |weight}}{{ |age}}{{ yr old|?age}}{{
Senses: Percep {{percep}} {{percep situational}}, {{ senses...
                                                                 |skin}}{{ skin|?skin}}{{ |hair}}{{ hair|?hair}}{{ |eyes}}{{
    }}{{auras|?auras}}{{auras...}}
                                                                 eves|?eves}\{{ |personal}\{{ |npc description}}\{{
                                                                 hero:|hero}}
                                                                                                                            {{image}}
DEFENSE
AC:{{AC}}, tch:{{tAC}}, flat:{{ffAC}} CMD:{{CMD}}{{CMDothers}}
hp:{{HP}} {{(HD)}} {{(DR|?DR}}}{{DR..., }}
Fort:{{Fort}}, Ref:{{Refl}}, Will:{{Will}}
                                                                 STATISTICS
{{Forts}}{{Refls}}{{Wills}}{{Saves}}
                                                                Str {{str}}(({STR}}), Dex {{dex}}(({DEX}}), Con {{con}}(({CON})), Int
{{defence special.., }} immune→{{immune special.., }}; resist→
    {{resist special.., }}; weak→{{weak special.., }}
                                                                {{int}}({{INT}}), Wis {{wis}}({{WIS}}), Cha {{cha}}({{CHA}})
                                                                Feats {{nonproffeats..; }}
OFFENSE
                                                                Skills (ACP→{{ACP}}): {{ trained skills..; }}
                                                                Languages {{languages...}}
Speed base:{{basespeed}} crnt:{{speed}}{{
                                                                Gear: armor {{defenses equipped armor.., }}; magic {{magic items.., }}; other {{gear items..,
    |otherspeed..; }} E:{{encum../}}{{(carry)}}{{ load}}
BAB:{{BAB}} CMB:{{CMB}}{{CMBothers}}
                                                                {{spell book: |spell book.., }} {{money}}gp
Melee {{meleeB}}: {{ melee weapons...;
                                                                 TATICS
Range {{rangeB}}: {{ range weapons..;
                                                                Before: {{npc tactics-before}}
                                                                During: {{npc tactics-during}}
Size: {{size}}; Space {{space}}; Reach {{reach}}
                                                                Moral: {{npc tactics-morale}}
Special Attks:{{attack special..; }}
Other abilities: {{spell classes..; }}{{spells known: |spells
                                                                PC Interactions
    known... }}{{spells memorized: |spells memorized... }}
{{spelllike special.., }}
                                                                {{npc pc-interactions}}
{{other special... }}
       {{ter
              {{cli
{{typ
              mat
elco
       con}
n}}
                   {{source book.., }}
```