

NPC

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	21	+5	21	+5
CON Constitution	10	+0	10	+0
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP <small>hit points</small>	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
66				Walk 30'
AC <small>armor class</small>	15	10 : 15 = 10 + 0 + 0 + 5 + 0 + 0 + 0		0 +0 0
TOTAL	FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE	ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE		

INITIATIVE <small>modifier</small>	TOTAL	DEX MODIFIER	MISC MODIFIER
+9	= +5 + +4		

BASE ATTACK <small>bonus</small>	TOTAL
+12/+7/+2	

SKILL NAME	SKILLS					MAX RANKS	15/7.5
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Balance	DEX	6	= 5	+ 1.0	+		
✓ Climb	STR	20	= 5	+ 15.0	+		
Handle Animal	CHA	15	= 1	+ 14.0	+		
✓ Ride	DEX	21	= 5	+ 14.0	+		

SKILLS						MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Balance	DEX	6	= 5	+ 1.0	+	
✓	Climb	STR	20	= 5	+ 15.0	+	
	Handle Animal	CHA	15	= 1	+ 14.0	+	
✓	Ride	DEX	21	= 5	+ 14.0	+	2
	Sleight of Hand	DEX	5	= 5	+ 0.5	+	
				=	+		

✓ : can be used untrained. x : exclusive skills

+2 racial saving throw bonus against enchantment spells or effects.

Immunity to magic sleep effects.

Axe (Throwing), Battleaxe, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

Common, Elven, Sylvan

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+5	20/x2

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

WEIGHT ALLOWANCE

Light	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

Blind-Fight	See Text
Diligent	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Great Fortitude	See Text
Improved Initiative	See Text
Quick Draw	See Text