

NON-PLAYER CHARACTER

THREAT
LEVEL

NAME _____ (SIZE: _____ TYPE: _____ MOBILITY: _____ — _____ XP):

STR _____ /+_____, DEX _____ /+_____, CON _____ /+_____, INT _____ /+_____, WIS _____ /+_____, CHA _____ /+_____;

SIZE _____ (FOOTPRINT: _____ x _____, REACH _____); SPEED _____ FT. GROUND, _____ FT. BURROW, _____ FT. (WINGED) FLIGHT, _____ FT. SWIM;

INIT _____ /+_____; ATK _____ /+_____; DEF _____ /+_____; RES _____ /+_____; HEALTH _____ /+_____; COMP _____ /+_____;

SKILLS _____

SPELLS _____

QUALITIES _____

ATTACKS/WEAPONS

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

GEAR/MOUNT/VEHICLE/TREASURE

GEAR _____

MOUNT/VEHICLE _____

TREASURE _____

NON-PLAYER CHARACTER

THREAT
LEVEL

NAME _____ (SIZE: _____ TYPE: _____ MOBILITY: _____ — _____ XP):

STR _____ /+_____, DEX _____ /+_____, CON _____ /+_____, INT _____ /+_____, WIS _____ /+_____, CHA _____ /+_____;

SIZE _____ (FOOTPRINT: _____ x _____, REACH _____); SPEED _____ FT. GROUND, _____ FT. BURROW, _____ FT. (WINGED) FLIGHT, _____ FT. SWIM;

INIT _____ /+_____; ATK _____ /+_____; DEF _____ /+_____; RES _____ /+_____; HEALTH _____ /+_____; COMP _____ /+_____;

SKILLS _____

SPELLS _____

QUALITIES _____

ATTACKS/WEAPONS

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

NAME _____ x _____ (ATTACK/WEAPON: _____; DMG _____, AREA _____, THREAT _____, RANGE _____; SAVE _____;

QUALITIES/UPGRADES/NOTES _____

GEAR/MOUNT/VEHICLE/TREASURE

GEAR _____

MOUNT/VEHICLE _____

TREASURE _____