PATHFINDER
ROLEPLAYING GAME™

Npc Sheet

Name ______________________________
CLASSES / LEVELS: ______________________________
RACE __________ ALIGNMENT __________
SEX ______ HEIGHT ______ WEIGHT ______ AGE ______
HAIR ______ EYES ______ AFFILIATION __________

Attributes

STR	DEX	CON	INT	WIS	CHA
MOD					

INITIATIVE (DEX)____+____=____

Health HIT-DICE DR
HIT-POINTS
MAX CURRENT

CMB ( ) = [ ][ ][ ][ ]
TOTAL BAB + STR + SIZE + MISC

CMD ( ) = [ ][ ][ ][ ]
TOTAL 10 + BAB + STR + DEX + SIZE

AC
10 +____+____+____+____+____
DEX SIZE ARMR DFLCT OTHER
TOTAL FLAT TOUCH

Saves

		BASE	ABILITY	MISC
F	=	+	+	
R	=	+	+	
W	=	+	+	

Atks

			BASE	ABL	SIZE	MISC
MELEE (STR)		=	+	+	+	
RANGE (DEX)		=	+	+	+	

SPEED______ (X2___)(RUN___) (OTHER______ @____ MANEUVER______)

Skills

Class	Skills	Key Ability	TOTAL MOD	ABL MOD	Ranks	Class MOD	Misc. MOD
❑				=	+	+	+
❑				=	+	+	+
❑				=	+	+	+
❑				=	+	+	+
❑				=	+	+	+
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❑				=	+	+	+
❑				=	+	+	+
❑				=	+	+	+

Feats

Feats	FROM

Class Abilities

Class Abilities	LEVEL

Racial Abilities

Weapons

Weapons	+'S	ATK	TYPE	DAMAGE	CRIT	RANGE

ARMOR__________ Spell Fail______ Don-Time______
AC +______ Max DEX______ Check______ Spd______ wt______
SHIELD__________ Spell Fail______ Don-Time______
AC +______ Max DEX______ Check______ Spd______ wt______

Equip./Magic-Items

Magic

KNOWN: 0____ 1____ 2____ 3____
4____ 5____ 6____ 7____ 8____ 9____
PER-DAY: 0____ 1____ 2____ 3____
4____ 5____ 6____ 7____ 8____ 9____
DC'S: 0____ 1____ 2____ 3____
4____ 5____ 6____ 7____ 8____ 9____
SPELLS______________________________