

NPC

Lawful Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SKILL NAME		SKILLS					MAX RANKS	13/6.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Balance	DEX	18	=	3	+ 13.0	+ 2	
✓	Escape Artist	DEX	12	=	3	+ 9.0	+	
✓	Jump	STR	15	=	4	+ 9.0	+ 2	
✓	Listen	WIS	18	=	4	+ 11.0	+ 3	
✓	Move Silently	DEX	16	=	3	+ 13.0	+	
	Tumble	DEX	15	=	3	+ 10.0	+ 2	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+11/+6	=	+7/+2	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+10/+5	=	+7/+2	+	+3	+	+0	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+7/+2	+	+4	+	+0	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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HP per day (40)

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

Light	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

Alertness	See Text
Combat Expertise	See Text
Deflect Arrows	See Text
Dodge	See Text
Improved Disarm	See Text
Improved Grapple	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Mobility	See Text

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike

Common, Elven, Undercommon