

NPC

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SKILL NAME		SKILLS				MAX RANKS	12/6
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	16	=	5	+ 11.0	+
	Handle Animal	CHA	13	=	1	+ 12.0	+
✓	Intimidate	CHA	6	=	1	+ 5.0	+
✓	Jump	STR	7	=	5	+ 2.0	+
	Knowledge (Arcana)	INT	6	=	2	+ 4.0	+
✓	Ride	DEX	18	=	4	+ 12.0	2
✓	Swim	STR	8	=	5	+ 3.0	+
✓	Use Rope	DEX	8	=	4	+ 4.0	+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+14/+9	=	+9/+4	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+13/+8	=	+9/+4	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9	=	+9/+4	+	+5	+	+0	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

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

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Improved Initiative	See Text
Mobility	See Text
Spring Attack	See Text
Track	See Text

Axe (Throwing), Battleaxe, Club, 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, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspur, 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, Halfling