

CHARACTER NAME Wizard Changeling
 CLASS 4 Medium Humanoid (Shapechanger)
 LEVEL SIZE TYPE

PLAYER Xen'drik REGION
 RACE Male Neutral
 GENDER ALIGNMENT
 AGE 0 HEIGHT WEIGHT EYES HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	9	-1		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	18	+4		
WIS WISDOM	8	-1		
CHA CHARISMA	14	+2		

HP HIT POINTS	18	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
AC ARMOR CLASS	11	10 = +0 + +0 + +1 + +0 + +0 + +0 + +0	
		ARMOR BONUS	SHIELD BONUS
TOUCH ARMOR CLASS	11	FLAT-FOOTED ARMOR CLASS	10
		DEX MODIFIER	SIZE MODIFIER
		NATURAL ARMOR	DEFLECT MOD
		MISC MOD	

SPEED **30 ft/x4**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+3	+1	+2	+0	+0		
REFLEX (DEXTERITY)	+2	+1	+1	+0	+0		
WILL (WISDOM)	+3	+4	-1	+0	+0		

BASE ATTACK BONUS	+2	SPELL RESISTANCE	
GRAPPLE MODIFIER	+1	ARCANE SPELL FAILURE	
	+2 = +2 + -1 + +0 + +0		
	TOTAL	BASE ATTACK	STR MODIFIER
		SIZE MODIFIER	MISC. MODIFIER

MELEE ATTACK BONUS	+1	+2	-1	+0	+0	
RANGED ATTACK BONUS	+3	+2	+1	+0	+0	
	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork light crossbow	+4	1d8	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
80 ft	4 lb	P	Medium
SPECIAL PROPERTIES Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+1	1d4-1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	1 lb	P/S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

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SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Balance ¹	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Bluff ¹	CHA	+9	= 2	+	5
<input checked="" type="checkbox"/> Climb ¹	STR*	-1	= -1	+	
<input type="checkbox"/> Concentration ¹	CON	+9	= 2	+	7
<input type="checkbox"/> Craft skills... ¹	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+2	= 2	+	
<input checked="" type="checkbox"/> Disguise ¹	CHA	+9	= 2	+	7
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Forgery ¹	INT	+4	= 4	+	
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+4	= 2	+	2
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	= -1	+	
<input checked="" type="checkbox"/> Hide ¹	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+4	= 2	+	2
<input checked="" type="checkbox"/> Jump ¹	STR*	-1	= -1	+	
<input type="checkbox"/> Knowledge (arcana)	INT	+11	= 4	+	7
<input type="checkbox"/> Knowledge (local)	INT	+9	= 4	+	5
<input checked="" type="checkbox"/> Listen ¹	WIS	+1	= -1	+	2
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+1	= 1	+	
<input checked="" type="checkbox"/> Perform skills... ¹	CHA	+2	= 2	+	
<input checked="" type="checkbox"/> Ride ¹	DEX	+1	= 1	+	
<input checked="" type="checkbox"/> Search ¹	INT	+6	= 4	+	2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+1	= -1	+	2
<input type="checkbox"/> Spellcraft	INT	+10	= 4	+	6
<input checked="" type="checkbox"/> Spot ¹	WIS	+1	= -1	+	2
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	= -1	+	
<input checked="" type="checkbox"/> Swim ¹	STR**	-1	= -1	+	
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+1	= 1	+	

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Save DC	Level	Spells/day	Bonus Spells
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14	0	4	-
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15	1	3	1
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16	2	2	1
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Typical Spells

Level 0: *Acid Splash, Detect Magic, Ray of Frost, Light*

Level 1: *Summon Monster I, Mage Armor, Magic Missile, Charm Person*

Miniature Unlock: Flame Affinity

Miniature: Bonded Fire Summoner (WAR OF THE DRAGON QUEEN 10/60)

Level 2: *Summon Monster II, Acid Arrow, Scorching Ray*

Once per adventure you may spend an action point while casting *Summon Monster II* to summon a medium fire elemental instead of the normal creature on that spell's list.

Miniature Unlock II: Fire of the Heart

Miniature: Medium Fire Elemental (ARCHFIENDS 54/60)

Any time this creature is summoned, it gains a +5 bonus HP and +1 to Will saves.