EBERRON
CHARACTER RECORD SHEET

Scout
CHARACTER NAME

Scout		Warforged Scout	Male	Chaotic Good		BLACKWHEEL COMPANY
CLASS		RACE	GENDER	ALIGNMENT		REGION

PLAYER: Male

7	Small	Construct (Living Construct)	3	3'11"	98		DEITY
LEVEL	SIZE	TYPE	AGE	HEIGHT	WEIGHT	EYES	HAIR

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	20	+5		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	10	+0		
WIS WISDOM	6	−2		
CHA CHARISMA	6	−2		

HP HIT POINTS TOTAL: 45
WOUNDS/CURRENT HP:
NONLETHAL DAMAGE:
SPEED: 30ft/x4

AC ARMOR CLASS: 23 = 10 + 5 (ARMOR BONUS) + 0 (SHIELD BONUS) + 5 (DEX MODIFIER) + 1 (SIZE MODIFIER) + 1 (NATURAL ARMOR) + 0 (DEFLECT MOD) + 1 (MISC MOD)
TOTAL: 23
ARMOR CHECK PENALTY:
DAMAGE REDUCTION:

TOUCH ARMOR CLASS: 17
FLAT-FOOTED ARMOR CLASS: 23

INITIATIVE MODIFIER: +6 = +5 (DEX MODIFIER) + 1 (MISC. MODIFIER)

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+4	+2	+1	+0	+1	
REFLEX (DEXTERITY)	+10	+5	+5	+0	+0	
WILL (WISDOM)	+0	+2	−2	+0	+0	

CONDITIONAL MODIFIERS:

BASE ATTACK BONUS: +5
TEMP.:

SPELL RESISTANCE:
ARCANE SPELL FAILURE:

GRAPPLE MODIFIER: +2 = +5 (BASE ATTACK) + 1 (STR MODIFIER) − 4 (SIZE MODIFIER) + 0 (MISC. MODIFIER)

Attack Bonus

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+6	+5	+1	+1	+0	

	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	+10	+5	+5	+1	+0	

Weapons

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork short sword	+7	1d4+1	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	2 lb	P	Small	One-Handed, Skirmish Attack +2d6 Damage

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Precise Shortbow +1 (Str12)	+11/+11	1d4+3 (+1d6 Acid) and -1 AC	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
70 ft	2 lb	P	Small	Rapid Shot, Skirmish +2d6 Damage, Point Blank Shot, Precise Shot

AMMUNITION: 40

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Precise Shortbow +1 (Str12)	+12	1d4+3 (+1d6 Acid) and -1 AC	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
70 ft	2 lb	P	Small	Skirmish +2d6 Damage, Point Blank Shot, Precise Shot

AMMUNITION: 40

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION:

SKILLS
MAX RANKS 10 / 5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER
☒	Appraise[1]	INT	+0	=		+		+	
☐	Balance[1]	DEX*	+5	=	5	+		+	
☒	Bluff[1]	CHA	−2	=	-2	+		+	
☐	Climb[1]	STR*	+3	=	1	+	4	+	-2
☐	Concentration[1]	CON	+1	=	1	+		+	
☐	Craft skills…[1]	INT	+0	=		+		+	
☒	Diplomacy[1]	CHA	−2	=	-2	+		+	
☐	Disable Device	INT	+10	=		+	10	+	
☒	Disguise[1]	CHA	−2	=	-2	+		+	
☐	Escape Artist[1]	DEX*	+3	=	5	+		+	-2
☒	Forgery[1]	INT	+0	=		+		+	
☒	Gather Information[1]	CHA	−2	=	-2	+		+	
☒	Heal[1]	WIS	−2	=	-2	+		+	
☐	Hide[1]	DEX*	+13	=	5	+	10	+	2
☒	Intimidate[1]	CHA	−2	=	-2	+		+	
☐	Jump[1]	STR*	+5	=	1	+		+	4
☐	Knowledge (nature)	INT	+10	=		+	8	+	2
☐	Listen[1]	WIS	−2	=	-2	+		+	
☐	Move Silently[1]	DEX*	+13	=	5	+	10	+	-2
☒	Perform skills ...[1]	CHA	−2	=	-2	+		+	
☐	Ride[1]	DEX	+5	=	5	+		+	
☐	Search[1]	INT	+10	=		+	10	+	
☐	Sense Motive[1]	WIS	−2	=	-2	+		+	
☐	Spot[1]	WIS	+6	=	-2	+	8	+	
☐	Survival[1]	WIS	+8	=	-2	+	10	+	
☐	Swim[1]	STR**	−1	=	1	+		+	-2
☐	Tumble	DEX*	+13	=	5	+	10	+	-2
☐	Use Rope[1]	DEX	+5	=	5	+		+	

Skills marked with[1] can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies.   ** Twice ARMOR CHECK PENALTY applies.

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Mithral chain shirt	Light	+5	+6

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	40	12.5	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Lesser Crystal of Acid Assault			
-1d6 acid damage and -1 AC (non stacking)			
Goggles of Foefinding			
-Ignore foes AC bonus from cover			
Gloves of Agile Striking			
-+2d6 bonus to skirmish attack 2x/day			
Ring of Protection +1			
Amulet of Natural Armor +1			
Oil of Repair Light Damage (x2)			
40 Arrows			
		TOTAL WEIGHT CARRIED	17

NOTES

Miniature Unlock--Elusive Size
(Warforged Scout--Wardrums 13/60)
Once per adventure you may spend
an action point to force an opponent
to reroll any attack roll against you.
You must accept the result of the new
roll.

LANGUAGES

Common

SPECIAL ABILITIES/FEATS

— RACE ABILITIES —
- +2 Dexterity, -2 Strength, -2 Wisdom, -2 Charisma
- Base land speed of 20 feet.
- Size Bonus: +1AC, +1 attacks, -4 Grapple, +4 Hide
- Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.
- Cannot heal lethal damage naturally.
- Can be targeted by spells that affect living creatures as well as those that affect constructs.
- Spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide 1/2 normal effect.
- You are vulnerable to heat metal, chill metal, repel metal or stone, repel wood, rusting grasp and the touch of a rust monster.
- You are disabled at 0 HP and become inert at -1 to -9 HP. You do not lose HP while inert unless you take additional damage.
- You do not need to eat, sleep, or breathe. A wizard still needs 8 hours of rest before preparing spells.
- Composite Plating: Your composite plating counts as armor. You cannot wear armor or a magic robe. Your composite plating may be enchanted just like armor.
- Light Fortification (Ex): Critical hits or sneak attacks against you have a 25% chance to be negated.
- Favored Class: Fighter
— CLASS ABILITIES —
- Proficient in light armor
- Proficient with all simple weapons, and with Throwing Axe, Handaxe, Shortbow, Composite Shortbow, Short Sword.
- Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- Trackless Step(Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.
- Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.
- Fast Movement(Ex): Your speed increases (limited by armor and encumberance)
- Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- Skirmish(Ex): For any round in which you move at least 10', you gain 2d6 damage and a +2 competence bonus to AC.
- Battle Fortitude(Ex): You gain a +1 competence on Fortitude saves and initiative checks.
- Flawless Stride(Ex): You can move through any terrain that slows movement at full speed and without suffering damage or impairment. Magically manipulated areas still hamper you.
— FEATS —
- Point Blank Shot (PH 98)
- Rapid Shot (PH 99)
- Weapon Focus (PH 102) (Shortbow, Composite)
- Mithral Body (RE 119)

CARRYING INFO

1–43	44–86	87–130
LIGHT LOAD	MED LOAD	HEAVY LOAD

130	260	650
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day		Used		Turning/Rebuking Check Modifier	

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.