

Blackwheel Company



CHARACTER RECORD SHEET

CHARACTER NAME: Scout Shifter PLAYER: Male Neutral RACE: Humanoid (Shapechanger) GENDER: 0 ALIGNMENT: 0 DEITY:

CLASS: 4 Medium HUMANOID (SHAPECHANGER) AGE: HEIGHT: WEIGHT: EYES: HAIR:

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	12	+1		
WIS WISDOM	12	+1		
CHA CHARISMA	6	-2		

HP HIT POINTS	34	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	18	= 10 +		+5	+0	+3	+0 +0 +0 +0
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD
TOUCH ARMOR CLASS	13	FLAT-FOOTED		18			

SPEED		40 ft/x4	
ARMOR CHECK PENALTY		DAMAGE REDUCTION	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+1	+2	+0	+1		
REFLEX (DEXTERITY)	+7	+4	+3	+0	+0		
WILL (WISDOM)	+2	+1	+1	+0	+0		

BASE ATTACK BONUS	+3	SPELL RESISTANCE			
GRAPPLE MODIFIER	+4	+3	+1	+0	+0
		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER
		ARCANE SPELL FAILURE			

MELEE ATTACK BONUS	+4	+3	+1	+0	+0	
RANGED ATTACK BONUS	+6	+3	+3	+0	+0	
		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+8	1d6+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Within 30'			

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+7	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+6/+6	1d6+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Within 30', Rapid Shot			

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+5/+5	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Rapid Shot			

AMMUNITION:

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork longspear	+5	1d8+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
	9 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION:

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

AMMUNITION:

PROFICIENCY	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	+1	1
<input type="checkbox"/>	Balance ¹	DEX*	+9	3
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-2	-2
<input type="checkbox"/>	Climb ¹	STR*	+3	1
<input checked="" type="checkbox"/>	Concentration ¹	CON	+2	2
<input type="checkbox"/>	Craft skills... ¹	INT	+1	1
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-2	-2
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-2	-2
<input type="checkbox"/>	Escape Artist ¹	DEX*	+3	3
<input checked="" type="checkbox"/>	Forgery ¹	INT	+1	1
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-2	-2
<input checked="" type="checkbox"/>	Heal ¹	WIS	+1	1
<input type="checkbox"/>	Hide ¹	DEX*	+8	3
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	-2	-2
<input type="checkbox"/>	Jump ¹	STR*	+16	1
<input type="checkbox"/>	Knowledge (dungeoneering)	INT	+6	1
<input type="checkbox"/>	Knowledge (geography)	INT	+6	1
<input type="checkbox"/>	Knowledge (nature)	INT	+8	1
<input type="checkbox"/>	Listen ¹	WIS	+6	1
<input type="checkbox"/>	Move Silently ¹	DEX*	+8	3
<input checked="" type="checkbox"/>	Perform skills... ¹	CHA	-2	-2
<input type="checkbox"/>	Ride ¹	DEX	+3	3
<input type="checkbox"/>	Search ¹	INT	+6	1
<input type="checkbox"/>	Sense Motive ¹	WIS	+1	1
<input type="checkbox"/>	Spot ¹	WIS	+8	1
<input type="checkbox"/>	Survival ¹	WIS	+6	1
<input type="checkbox"/>	Swim ¹	STR**	+1	1
<input type="checkbox"/>	Tumble	DEX*	+12	3
<input type="checkbox"/>	Use Rope ¹	DEX	+3	3

Skills marked with¹ 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.

