

CHARACTER NAME

Scout

CLASS

4

LEVEL

Medium

SIZE

Shifter

RACE

Humanoid (Shapechanger)

TYPE

Blackwheel Company

PLAYER

Male

RACE

Neutral

ALIGNMENT

0

GENDER

0

AGE

HEIGHT

WEIGHT

REGION

DEITY

EYES

HAIR

STR

STRENGTH

12

ABILITY SCORE

+1

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

DEX

DEXTERITY

16

ABILITY SCORE

+3

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

CON

CONSTITUTION

14

ABILITY SCORE

+2

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

INT

INTELLIGENCE

12

ABILITY SCORE

+1

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

WIS

WISDOM

12

ABILITY SCORE

+1

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

CHA

CHARISMA

6

ABILITY SCORE

-2

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

34

TOTAL

AC

ARMOR CLASS

18

TOTAL

10

ARMOR BONUS

+5

SHIELD BONUS

+0

DEX MODIFIER

+3

SIZE MODIFIER

+0

NATURAL ARMOR

+0

DEFLECT MOD

+0

MISC MOD

+0

TOUCH

ARMOR CLASS

13

TOTAL

FLAT-FOOTED

ARMOR CLASS

18

TOTAL

INITIATIVE

MODIFIER

+4

TOTAL

+3

DEX MODIFIER

+1

MISC. MODIFIER

BASE ATTACK BONUS

+3

TEMP. MODIFIER

GRAPPLE

MODIFIER

+4

TOTAL

+3

BASE ATTACK

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

MELEE

ATTACK BONUS

+4

TOTAL

+3

BASE ATTACK BONUS

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

RANGED

ATTACK BONUS

+6

TOTAL

+3

BASE ATTACK BONUS

+3

DEX MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

SAVING THROWS

FORTITUDE

(CONSTITUTION)

+4

TOTAL

+1

BASE SAVE

+2

ABILITY MODIFIER

+0

MAGIC MODIFIER

+1

MISC. MODIFIER

TEMP. MODIFIER

REFLEX

(DEXTERITY)

+7

TOTAL

+4

BASE SAVE

+3

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

WILL

(WISDOM)

+2

TOTAL

+1

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+8

1d6+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed, Within 30'

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+7

1d6+2

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+6/+6

1d6+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

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

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed, Rapid Shot

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork longspear

+5

1d8+1

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

9 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

Skills marked with<sup>1</sup> 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.

