

"Scout" (Dernhelm)

CHARACTER NAME: **Scout**
 CLASS: **Scout**
 LEVEL: **6**
 SIZE: **Medium**
 RACE: **Human**
 TYPE: **Humanoid (Human)**

PLAYER: **PAN**
 GENDER: **Male**
 AGE: **25**
 ALIGNMENT: **Neutral Good**
 HEIGHT: **6'**
 WEIGHT: **185**
 DEITY: **Gray**
 HAIR: **Black**



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	12	+1		
WIS WISDOM	16	+3		
CHA CHARISMA	10	+0		

HP HIT POINTS	48	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	19	TOTAL		DAMAGE REDUCTION			
TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	19				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+2	+2	+0	+1		
REFLEX (DEXTERITY)	+9	+5	+4	+0	+0		
WILL (WISDOM)	+5	+2	+3	+0	+0		

BASE ATTACK BONUS	+4	SPELL RESISTANCE	
GRAPPLE MODIFIER	+7	ARCANE SPELL FAILURE	
MELEE ATTACK BONUS	+7	TOTAL	
RANGED ATTACK BONUS	+8	TOTAL	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork composite shortbow [+2]	+10	1d6+2	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
70 ft 2 lb P Medium Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork composite shortbow [+2]	+11	1d6+3	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
70 ft 2 lb P Medium Two-handed, Within 30'			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Truetalon	+9	1d6+5	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
2 lb P Medium One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork shortspear	+8	1d6+3	20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
20 ft 3 lb P Medium One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow	+10	1d6+1	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
70 ft 2 lb P Medium Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork composite shortbow [+2]	+9/+9	1d6+3	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
70 ft 2 lb P Medium Two-handed, Within 30', Rapid Shot			

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*	+8	4
<input checked="" type="checkbox"/>	Bluff ¹	CHA	+0	
<input type="checkbox"/>	Climb ¹	STR*	+8	3
<input checked="" type="checkbox"/>	Concentration ¹	CON	+2	2
<input type="checkbox"/>	Craft skills... ¹	INT	+1	1
<input type="checkbox"/>	Craft (bowmaking) ¹	INT	+6	1
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	+0	
<input type="checkbox"/>	Disable Device	INT	+8	1
<input checked="" type="checkbox"/>	Disguise ¹	CHA	+0	
<input type="checkbox"/>	Escape Artist ¹	DEX*	+3	4
<input checked="" type="checkbox"/>	Forgery ¹	INT	+1	1
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	+0	
<input checked="" type="checkbox"/>	Heal ¹	WIS	+3	3
<input type="checkbox"/>	Hide ¹	DEX*	+9	4
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+0	
<input type="checkbox"/>	Jump ¹	STR*	+6	3
<input type="checkbox"/>	Knowledge (geography)	INT	+6	1
<input checked="" type="checkbox"/>	Knowledge (religion)	INT	+3	1
<input type="checkbox"/>	Listen ¹	WIS	+8	3
<input type="checkbox"/>	Move Silently ¹	DEX*	+9	4
<input checked="" type="checkbox"/>	Open Lock	DEX	+8	4
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	+0	
<input type="checkbox"/>	Ride ¹	DEX	+9	4
<input type="checkbox"/>	Search ¹	INT	+8	1
<input type="checkbox"/>	Sense Motive ¹	WIS	+3	3
<input type="checkbox"/>	Spot ¹	WIS	+14	3
<input type="checkbox"/>	Survival ¹	WIS	+12	3
<input type="checkbox"/>	Swim ¹	STR**	+5	3
<input checked="" type="checkbox"/>	Use Magic Device	CHA	+1	1
<input type="checkbox"/>	Use Rope ¹	DEX	+4	4

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.

