

Shapeshifter

Power Level: 10; Power Points Spent: 150/150

ABILITIES

	MODIFIER	TOTAL SCORE	=	BASE SCORE	+	ENHANCED SCORE
STRENGTH	+1	12	=	12	+	-
DEXTERITY	+2	14	=	14	+	-
CONSTITUTION	+2	14	=	14	+	-
INTELLIGENCE	+1	12	=	12	+	-
WISDOM	+0	10	=	10	+	-
CHARISMA	+3	16	=	16	+	-

SAVING THROWS

	TOTAL	=	BASE MODIFIER	+	ABILITY MODIFIER	+	MISC MODIFIERS
TOUGHNESS	+2	=	+0	+	+2	+	-
FORTITUDE	+5	=	+3	+	+2	+	-
REFLEX	+8	=	+6	+	+2	+	-
WILL	+5	=	+5	+	+0	+	-

COMBAT

	TOTAL	=	DEFENSE BONUS	+	DODGE BONUS	+	SIZE MODIFIER	+	FLAT-FOOTED
DEFENSE	+10	=	+5	+	+5	+	-	+	+5

SIZE: MEDIUM

KNOCKBACK
RESIST MODIFIER **+1**

	TOTAL	=	DEX MODIFIER	+	PERM MODIFIER	+	TEMP MODIFIER
INITIATIVE	+2	=	+2	+	-	+	-

HERO POINTS **1**

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INJURED DISABLED DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ATTACKS

ATTACK BONUS +10	RANGED ATTACK BONUS +10	MELEE ATTACK BONUS +10
GRAPPLE BONUS +11		

Unarmed Attack, +10 (DC 16) - Bludgeon, Crit 20



POWERS

Shapeshift 6

Extras: Action 1 (free), Flaws: Limited (Animal Forms) (Free - Personal - Sustained)

FEATS

Move-By Action You can split your move both before and after a standard action.

Sidekick 16 You have a Sidekick.

Taunt You can use your Bluff skill instead of your Intimidate skill to demoralize an opponent.

POWER SETTINGS

Speed of the Puma (Power Setting) - Shapeshift 6

Traits (new totals): Strength +6 (18, +4), Dexterity +6 (20, +5)

Feats: Acrobatic Bluff, Chokehold, Elusive Target, Hide in Plain Sight, Improved Trip, Prone Fighting, Takedown Attack 1

Powers: Speed 4

Strength of the Bear (Power Setting) - Shapeshift 6

Traits (new totals): Climb +6 (+11), Strength +6 (18, +4), Constitution +2 (16, +3)

Powers: Growth 3, Protection 2, Super-Senses 2

The Kung Fu Kid - Sidekick

STR: +2 (15); DEX: +1 (12); CON: +1 (12); INT: +0 (10); WIS: +0 (10);
CHA: +2 (14)

Tough: +1; Fort: +3; Ref: +5; Will: +1

Defense: +10 (Flat-footed: +3); Initiative: +1

Attack Bonus: +5 (Ranged: +5, Melee: +8, Grapple: +7)

Attacks: Strike 9, +8 (DC 24); Unarmed Attack, +8 (DC 17)

Skills: Acrobatics +5; Bluff +9; Climb +2; Computers +10; Concentration +0; Diplomacy +2; Disable Device +0; Disguise +2; Drive +1; Escape Artist +1; Gather Information +2; Handle Animal +2; Intimidate +2; Investigate +0; Language +0; Medicine +0; Notice +0; Pilot +1; Ride +1; Search +0; Sense Motive +0; Sleight of Hand +1; Stealth +1; Survival +0; Swim +9

Feats: Acrobatic Bluff; Attack Focus (Melee) 3; Chokehold; Dodge Focus 5; Jack-Of-All-Trades; Luck 2

Powers: **Strike 9** (Feats: Mighty, Thrown 1 (Range: 50 ft., incr 10 ft.)),

Extras: Autofire 1 (interval 2, max +5))

EQUIPMENT

LIGHT LOAD	43 lbs	MEDIUM LOAD	86 lbs	HEAVY LOAD	130 lbs
MAXIMUM LOAD	260 lbs	PUSH / DRAG LOAD	650 lbs		

BACKGROUND INFORMATION

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

SKILLS

	SKILL BONUS	=	SKILL RANK	=	ABILITY MODIFIER	MISC MODIFIER
Bluff	+8	=	5	=	+3	
Climb	+5	=	4	=	+1	
Concentration	+0	=	-	=		
Diplomacy	+3	=	-	=	+3	
Disguise	+3	=	-	=	+3	
Escape Artist	+2	=	-	=	+2	
Gather Information	+3	=	-	=	+3	
Handle Animal	+3	=	-	=	+3	
Intimidate	+3	=	-	=	+3	
Knowledge: Life Sciences	+5	=	4	=	+1	
Notice	+10	=	10	=		
Search	+8	=	7	=	+1	
Sense Motive	+0	=	-	=		
Sleight of Hand	+6	=	4	=	+2	
Stealth	+8	=	6	=	+2	
Survival	+8	=	8	=		
Swim	+1	=	-	=	+1	

Validation Report

Validation Report (0 issues): Nothing identified