

[illegible]

TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP	
MELEE attack bonus	+5	=	+0	+	+5	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+6	=	+0	+	+6	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+5	=	+0	+	+5	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3+5	20/x2	5 ft.

Special Properties:

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+5		1d8+5			

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Mighty Arms	Equipped	2	0 (0) / 1,000 (2,000)
Can be mounted with Warforged components that attach to the hand, such as a Battlefist			
Battlefist (Mighty Arms Attachment)	Equipped	1	6 / 2,600
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add the battlefist's Enhancement Bonus to their TYPE: damage.			
Slam	Equipped	1	0 / 0
TOTAL WEIGHT CARRIED/VALUE		6 lbs.	4,600gp

WEIGHT ALLOWANCE			
Light	133	Medium	266
Lift over head	400	Lift off ground	800
		Heavy	400
		Push / Drag	2000

MONEY	
Total= 0 gp [Unspent Funds = 83,400 gp]	

MAGIC

Languages
Common

Other Companions

Special Attacks	
Battlefist	[My]
Mighty Arms Slam Attack (Medium)	[My]
Multiweapon Fighting (Ex)	[My]
You gain the Two-Weapon Fighting feat.	
Slam	[My]
You gain two additional slam attacks	

Special Qualities	
+2 racial bonus on Bluff, Intimidate, and Sense Motive checks	[ECS]
Changelings are inherently skilled in deception and intimidation, and though they cannot actually detect thoughts as doppelgangers can, they can intuitively read body language and attitude with surprising accuracy.	
+2 racial bonus on saving throws a gainst sleep and charm effects	[ECS]
Changelings have slippery minds.	
Automatic Languages	[ECS]
Common. Bonus Languages: Auran, Dwarven, Elven, Giant, Gnome, Halfling, and Terran.	
Changeling base land speed is 30 feet.	[ECS]
Favored Class	[ECS]
Rogue. A multiclass changeling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.	
Medium	[ECS]
As Medium creatures, changelings have no special bonuses or penalties due to their size.	
Minor Change Shape (Su)	[ECS]
Changelings have the super natural ability to alter their appearance as though using a disguise self spell that affects their bodies but not their possessions. This ability is not an illusory effect, but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until she changes shape again. A changeling reverts to her natural form when killed. A true seeing spell reveals her natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.	
Natural Linguist	[ECS]
Changelings add Speak Language to their list of class skills for any class they adopt.	
Shapechanger Subtype	[ECS]
Changelings are humanoids with the shapechanger subtype.	
Shapechanger Subtype	[MM]
A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype. Traits-A shapechanger possesses the following traits (unless otherwise noted in a creature's entry). Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description. Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.	

Feats	
Multiweapon Fighting (Granted)	[UR]
Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands. Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, page 160 of the Player's Handbook.	

Proficiencies	
Slam	
Templates	
Obah-Blessed (Two Extra Arms)	

6 Armed Bandit

Changeling

RACE

0

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

/

HAIR / HAIR STYLE

PHOBIAS

/

PERSONALITY TRAITS

INTERESTS

/

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: