

Average Skirmisher Statistics				
Lvl	Attack	AC	Damage	HP
1	6	15	11	24
2	6	15	11	28
3	7	16	12	33
4	7	16	12	37
5	8	17	13	42
6	8	17	13	46
7	9	18	14	51
8	9	18	14	55
9	10	19	15	60
10	10	19	15	64
11	11	20	16	69
12	11	20	16	73
13	12	21	17	78
14	12	21	17	82
15	13	22	18	87
16	13	22	18	91
17	14	23	19	96
18	14	23	19	100
19	15	24	20	105
20	15	24	20	109
21	16	25	21	114
22	16	25	21	118
23	17	26	22	123
24	17	26	22	127
25	18	27	23	132
26	18	27	23	136
27	19	28	24	141
28	19	28	24	145
29	20	29	25	150
30	20	29	25	154

	Masterwork	
PC Bonuses	Hide	
+1 Attack/Damage	+3 AC	Beasthide
HP Increase		
+1 Defenses		
HP Increase		
+2 Attack/Damage		
HP Increase		
+2 Defenses		
HP Increase		
+3 Attack/Damage		
HP Increase		
+4 Attack/Damage		
HP Increase		
+3 Defenses	+3 AC, +1 FORT	Earthhide
HP Increase		
+5 Attack/Damage		
HP Increase		
+4 Defenses	+3 AC, +2 FORT	Feyhide
HP Increase	+4 AC	Darkhide
+6 Attack/Damage		
HP Increase		
+7 Attack/Damage		
HP Increase		
+5 Defenses	+4 AC, +1 FORT	Stalkerhide
HP Increase		
+8 Attack/Damage		
HP Increase		
+6 Defenses	+4 AC, +2 FORT	Voidhide
HP Increase	+5 AC	Elderhide
+9 Attack/Damage		
HP Increase		

Calculations (Round Up)	
Attack	= 5 + (0.5 x LVL)
AC	= 14 + (0.5 x LVL)
Damage	= 10 + (0.5 x LVL)
HP	= CON + 8 + (4 x LVL)
ABILITY SCORES	
Weak	= 8 + (0.5 x LVL)
Poor	= 10 + (0.5 x LVL)
Average	= 12 + (0.5 x LVL)
Strong	= 15 + (0.5 x LVL)
Powerful	= 17 + (0.5 x LVL)

SKILL DCs				
LVL	NOVICE	APPRENTICE	EXPERT	MASTER
1-3	5	10	15	20
4-6	6	11	16	21
7-9	6	11	16	21
10-12	7	12	17	22
13-15	7	12	17	22
16-18	8	13	18	23
19-21	8	13	18	23
22-24	9	14	19	24
25-27	9	14	19	24
28-30	10	15	20	25
Grandmaster			30	