

Thay'd Catiph

Character Name
Scout Unchained 2
 Primary Level
Monk - Farstriker Un (P) 1
 Secondary Level
 Third Class Level

LEVEL 3

Human (P)

22

Total Humanoid (Human) Age
d8 **HD 1** **XP 0** Male Grey
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
d10 **Medium** **3** **0"** 168 lb. Brown
 Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. **Trithereon** White
 Type Space / Reach Alignment Deity Skin
SPD 30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Scout Unchained

Favored Class

STR Strength	10	
DEX Dexterity	22	+6
CON Constitution	14	+2
INT Intelligence	13	+1
WIS Wisdom	20	+5
CHA Charisma	12	+1

FORTITUDE (Constitution)	+4	= 2 + 2 +
REFLEX (Dexterity)	+11	= 5 + 6 +
WILL (Wisdom)	+5	= + 5 +

BASE Attack	+2	Base
-----------------------	----	------

MELEE Attack Bonus	+2	= 2 + + + +
RANGED Attack Bonus	+8	= 2 + 6 + + +

HP Hit Points	28	②②②①①①①①①①①①
-------------------------	----	--------------

AC Armor Class	21	= 10 + + + 6 + + + 5 +
--------------------------	----	------------------------

Touch Armor Class	21	Base
-----------------------------	----	------

Flat-Foot Armor Class	15	Base
---------------------------------	----	------

INIT Modifier	+6	= 6 + +
-------------------------	----	---------

SPELL Resistance		SR Adj PR Adj
----------------------------	--	---------------

POWER Points		Available
------------------------	--	-----------

CMB Bonus	+2	= 2 + + + / +7*
---------------------	----	-----------------

CMD Defense	23	= 12 + + 6 + + 5 /
-----------------------	----	--------------------

ENERGY Resistances		Acid Cold Elec. Fire Sonic Neg. Pos.
------------------------------	--	--------------------------------------

Damage Reduction		
-------------------------	--	--

Leader Leadership		Base
-----------------------------	--	------

Vision & Senses		
----------------------------	--	--

FULL ATTACK One-Handed	Estoc	+8 2d4	19-20 x2	-	Piercing
----------------------------------	-------	-----------	-------------	---	----------

Desc: An estoc is a sword its "blade" is a steel spike with a triangular, square, or hexagonal cross-section.
 Notes: **Ammo**

FULL ATTACK Thrown	Chakram of Enax	+9 1d8+1	20 x2	30'	Slashing
------------------------------	-----------------	-------------	----------	-----	----------

Desc: Flat, open-centered metal discus with a sharpened edge
 Notes: Many Shot 2/day. A Sharpened Chakram does an extra +1 to damage
Ammo

FULL ATTACK Thrown	Chakram	+8 1d8	20 x2	30'	Slashing
------------------------------	---------	-----------	----------	-----	----------

Desc: Flat, open-centered metal discus with a sharpened edge
 Notes: A Sharpened Chakram does an extra +1 to damage
Ammo

FULL ATTACK Thrown	Net	+8 0	-	10'	None
------------------------------	-----	---------	---	-----	------

Desc: Entangle foes.
 Notes: **Ammo**

FULL ATTACK One-Handed	Sea Knife	+8 1d4+6	19-20 x2	10'	Slashing
----------------------------------	-----------	-------------	-------------	-----	----------

Desc: long-handled weapon with a short blade. It is designed to be strapped to the ankle or foot of the wielder
 Notes: Fragile
Ammo

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes: **Ammo**

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		11	DEX	6	5			
Appraise-p		5	INT	1	4			
Bluff-p		5	CHA	1	4			
Climb-p		0	STR	0				
Diplomacy-p		6	CHA	1	5			
Disable Device-p		11+1	DEX	6	5	1		
Disguise-p		1	CHA	1				
Escape Artist-p		11	DEX	6	5			
Fly-p		6	DEX	6				
Handle Animal-p		-	CHA	1				
Heal-p		5	WIS	5				
Intimidate-p		1	CHA	1				
Linguistics-p		-	INT	1				
Perception-p		11+1	WIS	5	6	1		
Ride-p		6	DEX	6				
Sense Motive-p		11	WIS	5	6			
Sleight of Hand-p		10+2	DEX	6	4	2		
Spellcraft-p		-	INT	1				
Stealth-p		12	DEX	6	6			
Survival-p		5	WIS	5				
Swim-p		0	STR	0				
Use Magic Device-p		6	CHA	1	5			
Craft: Stonemasonry-p		3	INT	1	4	-2		
Knowledge: Local-p		-	INT	1				
Knowledge: Nature-p		-	INT	1				
Knowledge: Nobility-p		-	INT	1				
Profession: Sailor-p		9	WIS	5	4			

TRACKERS				
Initial	Spent	Reset	Avail.	

LANGUAGES	Avail.	Adj.
Common	2	

Spell Difficulty Class Adj.

SPELL DC Adj. = Effects + Adj.

SPELL DC Adj. = Effects + Adj.

SPELL DC Adj. = Effects + Adj.

	Spell per day Adjustments & Effects								
	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

	Spell Known Adjustments & Effects								
	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

	Manifester Class Level Adjustments								
	All Aspects :								
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									



Thay'd Catiph

NOTES

Human (P), Scout Unchained 2nd, Monk - Farstriker Un (P) 1st

Medium Humanoid (Human)

Alignment: Neutral [Trithereon]

Hit Dice: 2d8+4, 1d10+2 (28 hp)

Initiative: +6

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 21 (+6 Dex, +5 Other), Touch 21, Flat-Footed 15

Saves: Fort +4, Ref +11, Will +5

Abilities: Str 10, Dex 22, Con 14, Int 13, Wis 20, Cha 12

Base Att/CMB/CMD: +2 / +2(+7*) / 23

Single Attack:

Estoc: +8 melee (2d4/19-20)

Chakram of Enax: +9 thrown (1d8+1/20)

Chakram: +8 thrown (1d8/20)

Net: +8 thrown (0/-/-)

Sea Knife: +8 melee (1d4+6/19-20)

Full Attack:

Estoc: +8 melee (2d4/19-20)

Chakram of Enax: +9 thrown (1d8+1/20)

Chakram: +8 thrown (1d8/20)

Net: +8 thrown (0/-/-)

Sea Knife: +8 melee (1d4+6/19-20)

FEATS

Exotic Wpn Proficiency: Estoc, Improved Unarmed Strike, Point Blank Shot, Quick Draw, Opening Volley, Weapon Finesse, Precise Shot, Charging Hurler, Additional Traits, Rich Parents Trait, Heart of the Fey, Strong Arm, Supple Wrist.

SKILLS

Acrobatics +11, Appraise +5, Bluff +5, Climb +0, Diplomacy +6, Disable Device +11+1, Disguise +1, Escape Art +11, Fly +6, Heal +5, Intimidate +1, Perception +11+1, Ride +6, Sense Motive +11, Sleight of Hand +10+2, Stealth +12, Survival +5, Swim +0, Use Magic Dev. +6, Cr:Stonema +3, Pro:Sailor +9.

EQUIPMENT

Thieves' tools, Scroll Case, Waterskin, Whetstone, Candle, Flint and Steel, Fishhook, Line, 4xVial, Potion Belt, Backpack, Masterwork, Monk's Outfit, Peasant's Outfit, 4xChalk, Soap, Estoc, Sea Knife, Net, 6xChakram, Dagger, Potion of CLW, Scroll of Magic Weapon

TOTAL CHARACTER VALUE

362 gp.

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Scout Unchained 2nd

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields

Finesse Training (Ex): Gains Weapon Finesse as a bonus feat

Sneak Attack: +1d6 damage

Evasion (Ex): Take no damage on successful Reflex save

Rogue Talents: 1x talent available. *: Affects sneak atk, max. 1/sneak atk

• Combat Trick: Gain the Precise Shot combat feat

Class Features: Monk - Farstriker Un (P) 1st

Weapon & Armor Proficiency: Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

Flurry of Blows (Ex): a full-attack action, make a Flurry of Blows, only if attacking with thrown weapons. He can't make a flurry of blows with his unarmed attacks or any other weapons, nor with Rapid Shot. Additional attack is made using highest BAB.

AC Bonus (Ex) : +5

Bonus Feat: Improved Unarmed Strike

Bonus Feat: Quick Draw

Bonus Feat: Point Blank Shot

Conditional Bonus - Feats

+6 to CMB when using finesse weapons [Weapon Finesse]

Conditional Bonus - Scout Unchained Class

+1 to Perception to locate Traps [Trapfinding]

+1 to Disable Device vs Traps [Trapfinding]

Conditional Bonus - Weapons

+1 to CMB when using your Chakram of Enax

Languages (x2)

Common

CHARACTER STATUS

Add Chakram of Enax to the Carried Gear section (BACK worksheet)

Must be Lawful to progress as Monk (Monk Unchained)

No Alignment selected