

Thay'd Catiph

Character Name
Scout Unchained 3
 Primary Level
 Monk - Farstriker Un (P) 1
 Secondary Level
 Third Class Level

LEVEL 4

Human (P)

22

Total Humanoid (Human)
 d8 HD 1 XP 0 Male Grey
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
 d10 Medium 4 6' 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

STR Strength	10	
DEX Dexterity	23	+6
CON Constitution	14	+2
INT Intelligence	13	+1
WIS Wisdom	20	+5
CHA Charisma	12	+1

FORTITUDE (Constitution)	+5	= 3 + 2 +
REFLEX (Dexterity)	+11	= 5 + 6 +
WILL (Wisdom)	+6	= 1 + 5 +

BASE Attack	+3	Base 2nd 3rd 4th Adj.
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MELEE Attack Bonus	+3	Base 3 + 6 +
RANGED Attack Bonus	+9	Base 3 + 6 +

HP Hit Points	37	2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1
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AC Armor Class	21+1	= 10 + 6 + 5 +
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Touch Armor Class	21	Base 3 + 6 +
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Flat-Foot Armor Class	15	Base 3 + 6 +
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INIT Modifier	+6	Dex 6 + 7*
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SPELL Resistance		SR Adj PR Adj
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POWER Points		Available
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CMB Bonus	+3	Base 3 + 6 +
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Flat-Foot Armor Class	15	Base 3 + 6 +
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INIT Modifier	+6	Dex 6 + 7*
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SPELL Resistance		SR Adj PR Adj
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POWER Points		Available
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FORTITUDE (Constitution)	+5	= 3 + 2 +
REFLEX (Dexterity)	+11	= 5 + 6 +
WILL (Wisdom)	+6	= 1 + 5 +

BASE Attack	+3	Base 2nd 3rd 4th Adj.
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MELEE Attack Bonus	+3	Base 3 + 6 +
RANGED Attack Bonus	+9	Base 3 + 6 +

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ENERGY Resistances		Acid Cold Elec. Fire Sonic Neg. Pos.
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Damage Reduction		
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Vision & Senses		
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FULL ATTACK One-Handed	Estoc	+9 2d4	19-20 x2	-	Piercing
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Desc: An estoc is a sword its "blade" is a steel spike with a triangular, square, or hexagonal cross-section.

Ammo

FULL ATTACK Thrown	Chakram of Enax	+10 1d8+1	20 x2	30'	Slashing
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Desc: Flat, open-centered metal discus with a sharpened edge

Ammo

FULL ATTACK Thrown	Chakram	+9 1d8	20 x2	30'	Slashing
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Desc: Flat, open-centered metal discus with a sharpened edge

Ammo

FULL ATTACK Thrown	Net	+9 0	- -	10'	None
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Desc: Entangle foes.

Ammo

FULL ATTACK One-Handed	Sea Knife	+9 1d4+6	19-20 x2	10'	Slashing
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Desc: long-handled weapon with a short blade. It is designed to be strapped to the ankle or foot of the wielder

Ammo

FULL ATTACK One-Handed	None				
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Notes: Fragile

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		4	STR	0	4			
Diplomacy-p		6	CHA	1	5			
Disable Device-p		12+1	DEX	6	6	1		
Disguise-p		1	CHA	1				
Escape Artist-p		12	DEX	6	6			
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		12+2	WIS	5	7	2		
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		13	DEX	6	7			
Survival-p		6	WIS	5	1			
Swim-p		4	STR	0	4			
Use Magic Device-p		6	CHA	1	5			
Craft: Stonemasonry-p		3	INT	1	4	-2		
Knowledge: Local-p		5	INT	1	4			
Knowledge: Nature-p		2	INT	1	1			
Knowledge: Nobility-p		2	INT	1	1			
Profession: Sailor-p		9	WIS	5	4			

ARMOR		None	Adj.:	Check Adj.:
Light	Max Dex:		Armor Check:	Spell Fail:
Desc:				
Notes:				

SHIELD		None	Adj.:	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:	
Desc:				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Weapons - Custom
Thieves' tools		1	1		1	6		Potion of CLW	
Scroll Case		1	1		1	1		Scroll of Magic Weapon	1
Waterskin		1	4		1	6			
Whetstone		1	1		6	6			
Candle		1			1	1			
Flint and Steel		1			1	1			
Fishhook		1							
Line		1							
Vial		4							
Potion Belt		1							
Backpack, Masterwork		1							
Monk's Outfit		1	2						
Peasant's Outfit		1	2						
Chalk		4							
Soap		1	1						
32.8 lb.		Light				6,164 gp			
Total Weight		Load Class	Max Dex	Chk Pen.	ENCUMBRANCE		Total Value		
					33.3	66.7	100.0	200.0	500.0

Selection List:	Ultimate Combat - Style
FEATS	9 = 3 + 6 +
	Light Medium Heavy Lift Drag Adj

Exotic Wpn Proficiency: Estoc	No penalty on attacks with Estoc exotic weapon
Improved Unarmed Strike	Considered armed even when unarmed
Point Blank Shot	+1 bonus on ranged attack and damage within 30'
Quick Draw	Draw weapon as a free action, throw at full normal attack rate
Opening Volley	When dealing dmg with a ranged attack, +4 on next melee attack vs foe for 1 rnd
Weapon Finesse	Use Dex modifier instead of Str modifier on attack rolls
Precise Shot	No -4 penalty for shooting into melee
Charging Hurler	Use the charge rules to make a thrown weapon attack
Additional Traits	You gain two additional traits from different lists
Rich Parents Trait	Your starting cash increases to 900 GP.
Heart of the Fey	You gain low-light vision, gain a +1 racial bonus on Reflex and Will saves, and treat Knowledge (nature) and Perception as class skills. This racial trait replaces skilled.
Strong Arm, Supple Wrist	Whenever you move at least 10 feet before making an attack with a thrown weapon, you add 10 feet to the range increment of the weapon thrown.

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp

GEMS	

SPELLS		Arcane Spell Failure: 0% Adj.:							
Casting Class:									
Caster Level:									
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known	Spells /day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
Tag	Weight

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INFO

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 3rd
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. Add DEX modif instead of STR modif to the dmg roll for 1 selected wpn family
 • Finesse Training weapon #1: Dagger
Sneak Attack: +2d6 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]
 +1 to Reflex to avoid traps (Danger Sense)
 +1 to AC vs attacks made by traps (Danger Sense)
 +1 to Perception to avoid being surprised by a foe (Danger Sense)

Conditional Bonus - Weapons
 +1 to CMB when using your Chakram of Enax

Languages (x2)
 Common

CHARACTER STATUS
 Ability score not yet increased due to level advancement
 Increase Ability Score by 1 point [Leveling]
 Must be Lawful to progress as Monk (Monk Unchained)
 No Alignment selected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
Common	2	

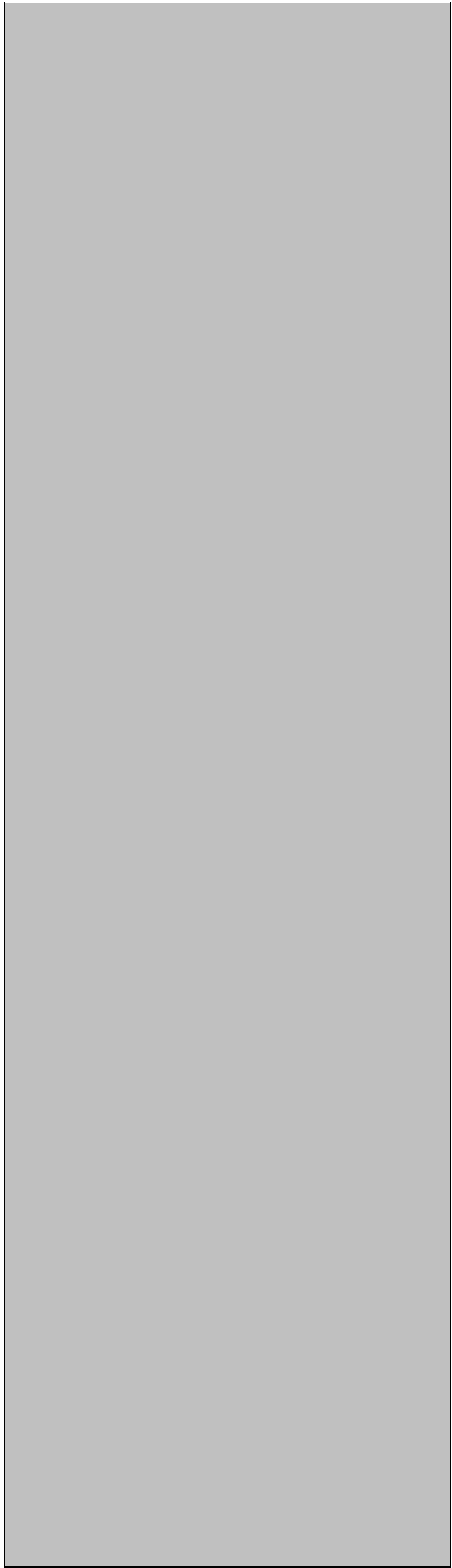
Spell Difficulty Class Adj.

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								
	Class #1			Class #2			Class #3		
All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									



Thay'd Catiph

NOTES

Human (P), Scout Unchained 3rd, Monk - Farstriker Un (P) 1st

Medium Humanoid (Human)

Alignment: Neutral [Trithereon]

Hit Dice: 3d8+6, 1d10+2 (37 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 +5, Ref +11, Will +6

Abilities: Str 10, Dex 23, Con 14, Int 13, Wis 20, Cha 12

Base Att/CMB/CMD: +3 / +3(+7*) / 24

Single Attack:

Estoc: +9 melee (2d4/19-20)

Chakram of Enax: +10 thrown (1d8+1/20)

Chakram: +9 thrown (1d8/20)

Net: +9 thrown (0/-/-)

Sea Knife: +9 melee (1d4+6/19-20)

Full Attack:

Estoc: +9 melee (2d4/19-20)

Chakram of Enax: +10 thrown (1d8+1/20)

Chakram: +9 thrown (1d8/20)

Net: +9 thrown (0/-/-)

Sea Knife: +9 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 +4, Diplomacy +6, Disable Device +12+1, Disguise +1, Escape Art +12, Fly +6, Heal +5, Intimidate +1, Perception +12+2, Ride +6, Sense Motive +11, Sleight of Hand +10+2, Stealth +13, Survival +6, Swim +4, Use Magic Dev. +6, Cr:Stonema +3, Kn:Local +5, Kn:Nature +2, Kn:Nobility +2, 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, Chakram of Enax, Potion of CLW, Scroll of Magic Weapon

TOTAL CHARACTER VALUE

6,164 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 3rd

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. Add DEX modif instead

of STR modif to the dmg roll for 1 selected wpn family

• Finesse Training weapon #1: Dagger

Sneak Attack: +2d6 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]

+1 to Reflex to avoid traps (Danger Sense)

+1 to AC vs attacks made by traps (Danger Sense)

+1 to Perception to avoid being surprised by a foe (Danger Sense)

Conditional Bonus - Weapons

+1 to CMB when using your Chakram of Enax

Languages (x2)

Common

CHARACTER STATUS

Must be Lawful to progress as Monk (Monk Unchained)

No Alignment selected