Character Name	LEVEL Total	Humanoid (Human)	Age
Thay'd Catiph	5	Human (P)	22

Primary	Level	Type	HD Racial	Total	Adj.	Type	XP Level vs XP Mismatch	Gender	Eyes
Scout Unchained	4	d8	HD	1			0	Male	Grey

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
Monk - Farstriker Un (P)	1	d10	Medium	5		6' 0"	168 lb.	Brown

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.		Trithereon	White

Scout Unchained
Favored Class

SPD Speeds: 30' = Base 30' + Gear 0' + Effects 0' / Burrow 0' / Climb 0' / Fly 0' / Swim 0'
Land Speed

STR Strength	10	
DEX Dexterity	23	+6
CON Constitution	7	-2
INT Intelligence	13	+1
WIS Wisdom	20	+5
CHA Charisma	12	+1
Ability		Modif

HP Hit Points: 34 (Adj.)
②②②②②·①①①①①①①
②②②②②·①①①①①①①

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AC Armor Class: 21+1 = Base 10 + Armor + Shield + Dexterity 6 + Size + Dodge + Deflection + Other 5 + Adj.

HERO Points: Available

Touch Armor Class: 21

Flat-Foot Armor Class: 15

INIT Modifier: +6 = Dex 6 + Effects + Adj.

SPELL Resistance: SR Adj PR Adj

POWER Points

CMB Bonus: +4 = Base 4 + STR + Size + Effects / Cond. +7*

CMD Defense: 25 = Base 14 + STR + DEX 6 + Size + Effects 5 / Cond.

			Base	Ability	Epic	Effects	Adj.	Cond.
FORTITUDE (Constitution)	+2	=	3	-2			1	
REFLEX (Dexterity)	+13	=	6	6			1	+1*
WILL (Wisdom)	+6	=	1	5				

ENERGY Resistances: Acid / Cold / Elec. / Fire / Sonic / Neg. / Pos.

Damage Reduction

BASE Attack: +4 / Base / 2nd / 3rd / 4th / Adj.

Leader Leadership: Base

MELEE Attack Bonus: +4 = Base 4 + Ability + Size + Epic + Adj.

RANGED Attack Bonus: +10 = Base 4 + Ability 6 + Size + Epic + Adj.

Vision & Senses

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		5	CHA	1	4			
Disable Device-p		12+2	DEX	6	6		2	
Disguise-p		1	CHA	1				
Escape Artist-p		12	DEX	6	6			
Fly-p		6	DEX	6				
Handle Animal-p		-	CHA	1				
Heal-p		6	WIS	5	1			
Intimidate-p		1	CHA	1				
Linguistics-p		-	INT	1				
Perception-p		13+3	WIS	5	8		3	
Ride-p		10	DEX	6	4			
Sense Motive-p		15	WIS	5	8	2		
Sleight of Hand-p		10+2	DEX	6	4		2	
Spellcraft-p		-	INT	1				
Stealth-p		12	DEX	6	6			
Survival-p		6	WIS	5	1			
Swim-p		4	STR	0	4			
Use Magic Device-p		9	CHA	1	8			
Craft: Stonemasonry-p		5	INT	1	4	-2		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			
Profession: Barrister-p		9	WIS	5	4			

FULL ATTACK One-Handed — Estoc
Total Attack (Weapon Finesse) / Damage: +10 / 2d4 — Adj. — Critical: 19-20 / x2 — Range: - — Damage Type: Piercing
Desc: An estoc is a sword Its "blade" is a steel spike with a triangular, square, or hexagonal cross-section.
Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK Thrown — Chakram of Enax
Thrown Attack / Damage: +11 / 1d8+1 — Adj. — Critical: 20 / x2 — Range: 30' — Damage Type: Slashing
Desc: Flat, open-centered metal discus with a sharpened edge
Size Category: Medium — Adj.
Notes: Many Shot 2/day. A Sharpened Chakram does an extra +1 to damage
Ammo

FULL ATTACK Thrown — Chakram
Thrown Attack / Damage: +10 / 1d8 — Adj. — Critical: 20 / x2 — Range: 30' — Damage Type: Slashing
Desc: Flat, open-centered metal discus with a sharpened edge
Size Category: Medium — Adj.
Notes: A Sharpened Chakram does an extra +1 to damage
Ammo

FULL ATTACK Thrown — Net
Thrown Attack / Damage: +10 / 0 — Adj. — Critical: - / - — Range: 10' — Damage Type: None
Desc: Entangle foes.
Size Category: Medium — Adj.
Notes:
Ammo

FULL ATTACK One-Handed — Sea Knife
Total Attack (Weapon Finesse) / Damage: +10 / 1d4+6 — Adj. — Critical: 19-20 / x2 — Range: 10' — Damage Type: Slashing
Desc: long-handled weapon with a short blade. It is designed to be strapped to the ankle or foot of the wielder
Size Category: Medium — Adj.
Notes: Fragile
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage — Adj. — Critical — Range — Damage Type
Size Category — Adj.
Notes:
Ammo

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:

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									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight

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GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.			
Thieves' tools		1	1	Estoc		1	6	Potion of CLW		1
Scroll Case		1	1	Sea Knife		1	1	Scroll of Magic Weapon		1
Waterskin		1	4	Net		1	6			
Whetstone		1	1	Chakram		6	6			
Candle		1		Dagger		1	1			
Flint and Steel		1		Chakram of Enax		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.	Total Value

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
33.3	66.7	100.0	200.0	500.0	

FEATS

Selection List: All Feats and Traits

11	=	4	+	7	+

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	
Snake Style	Unarmed strike deals piercing dmg. Imm. action to replace AC by a Sense Motive	i
Toughness	+5 hit points	√
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.	

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 5th

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: +3d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Scout's Charge(Ex): Whenever you make a charge, your attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability
Debilitating Injury (Ex): Whenever you deal sneak attack damage to a foe, you can also debilitate the target of your attack, causing it to take a penalty for 1 round in addition to any penalty caused by a Rogue talent or other special ability. Choose any one of the following penalties when the damage is dealt:
- Bewildered: The target becomes bewildered, taking -2 to AC. Against your attacks, the target takes -4 to AC
- Disoriented: The target takes -2 on attack rolls. Against you, the target takes -4 on all its attack rolls
- Hampered: All of the target's speeds are reduced by half (min. 5'). In addition, the target cannot take a 5' step

Rogue Talents: 2x talents available. *: Affects sneak atk, max. 1/sneak atk
- Combat Trick: Gain the Precise Shot combat feat
- Combat Trick #2: Gain the Snake Style combat feat

Rogue's Edge (Ex): Gains skill unlock powers for 1 skill
- Level 5 skill: Sense Motive

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

+2 to Perception to locate Traps [Trapfinding]
+2 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, Elven

CHARACTER STATUS

Must be Lawful to progress as Monk (Monk Unchained)
No Alignment selected
You exceeded your available points for your Primary Favored Class bonus

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	2	
Common		
Elven		

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

Human (P), Scout Unchained 4th, Monk - Farstriker Un (P) 1st

Medium Humanoid (Human)
Alignment: Neutral [Trithereon]
Hit Dice: 4d8-8, 1d10-2 (34 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 +2, Ref +13, Will +6
Abilities: Str 10, Dex 23, Con 7, Int 13, Wis 20, Cha 12
Base Att/CMB/CMD: +4 / +4(+7*) / 25
Single Attack:
Estoc: +10 melee (2d4/19-20)
Chakram of Enax: +11 thrown (1d8+1/20)
Chakram: +10 thrown (1d8/20)
Net: +10 thrown (0/-/-)
Sea Knife: +10 melee (1d4+6/19-20)

Full Attack:
Estoc: +10 melee (2d4/19-20)
Chakram of Enax: +11 thrown (1d8+1/20)
Chakram: +10 thrown (1d8/20)
Net: +10 thrown (0/-/-)
Sea Knife: +10 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, Snake Style, Toughness, Rich Parents Trait, Heart of the Fey, Strong Arm, Supple Wrist.

SKILLS
Acrobatics +11, Appraise +5, Bluff +5, Climb +4, Diplomacy +5, Disable Device +12+2, Disguise +1, Escape Art +12, Fly +6, Heal +6, Intimidate +1, Perception +13+3, Ride +10, Sense Motive +15, Sleight of Hand +10+2, Stealth +12, Survival +6, Swim +4, Use Magic Dev. +9, Cr:Stonema +5, Kn:Local +5, Kn:Nature +2, Kn:Nobility +2, Pro:Sailor +9, Pro:Barrister +9.

CLERIC (P) SPELLS
Spells per Day: (; save DC 15+spell level):
Mage Hand. Wave ShieldCall WeaponMagic Circle against Evil.

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.

NOTES

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 4th
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
Scout's Charge(Ex): Whenever you make a charge, your attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability
Debilitating Injury (Ex): Whenever you deal sneak attack damage to a foe, you can also debilitate the target of your attack, causing it to take a penalty for 1 round in addition to any penalty caused by a Rogue talent or other special ability. Choose any one of the following penalties when the damage is dealt:
- Bewildered: The target becomes bewildered, taking -2 to AC. Against your attacks, the target takes -4 to AC
- Disoriented: The target takes -2 on attack rolls. Against you, the target takes -4 on all its attack rolls
- Hampered: All of the target's speeds are reduced by half (min. 5'). In addition, the target cannot take a 5' step

Rogue Talents: 2x talents available. *: Affects sneak atk, max. 1/sneak atk
- Combat Trick: Gain the Precise Shot combat feat
- Combat Trick #2: Gain the Snake Style 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
+2 to Perception to locate Traps [Trapfinding]
+2 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, Elven

CHARACTER STATUS
Must be Lawful to progress as Monk (Monk Unchained)
No Alignment selected
You exceeded your available points for your Primary Favored Class bonus

SPELL PLANNER #1 for
Cleric (P)
Divine caster

Effective Caster Level	5		5
	TOTAL	Class	Adj.

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Spells per Day:										
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:										
Spell Used:	0	0	0	0	0	0	0	0	0	0

LEGEND

Thay'd Catiph

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Show only level:

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Checks	Lvl	Cleric (P) Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		Mage Hand	T	VS	1 action	35 ft.	1 nonmagical obj, max 5 lbs	Conc.	None	No	5-pound telekinesis	CRB306
		Wave Shield										
		Call Weapon										
	3	Magic Circle against Evil	A	VSDF	1 action	Touch	10 ft. rad. emanation from 1 touched crt	50 min	Will neg [DC13]	*	As protection spells, but 10-ft. radius	CRB308

Checks	Lvl	Cleric (P) Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.