

Thay'd Catiph

Character Name

Scout Unchained

Primary Monk - Farstriker Un (P)

Secondary

Third Class

LEVEL 6

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 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

Favored Class

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

HP Hit Points 65

5 5 • 2 2 2 2 2 2 2 • 1 1 1 1 1 1 1 1

5 5 • 2 2 2 2 2 2 2 • 1 1 1 1 1 1 1 1

AC Armor Class 21+1 = 10 + [] + [] + 6 + [] + [] + [] + 5 + []

Base Armor Shield Dexterity Size Dodge Deflection Other Adj.

Touch Armor Class 21

Flat-Foot Armor Class 15

INIT Modifier +6 = 6 + [] + []

Dex Effects Adj.

SPELL Resistance [] [] []

SR Adj PR Adj

POWER Points []

CMB Bonus +4 = 4 + [] + [] + [] / +7*

Base STR Size Effects

CMD Defense 25 = 14 + [] + 6 + [] + 5 / []

Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+6	= 3 + 2 + [] + [] + 1 / []
REFLEX (Dexterity)	+13	= 6 + 6 + [] + [] + 1 / +1*
WILL (Wisdom)	+6	= 1 + 5 + [] + [] + [] / []

BASE Attack +4

Base 2nd 3rd 4th Adj. Cond.

MELEE Attack Bonus +4 = 4 + [] + [] + [] + []

Base Ability Size Epic Adj.

RANGED Attack Bonus +10 = 4 + 6 + [] + [] + []

Base Ability Size Epic Adj.

ENERGY Resistances [] [] [] [] [] [] [] []

Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction [] [] [] [] [] [] [] []

Vision & Senses [] [] [] [] [] [] [] []

FULL ATTACK One-Handed Estoc +10 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 +11 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 +10 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 +10 0 - 10' None

Desc: Entangle foes.

Notes: []

Ammo [] []

FULL ATTACK One-Handed Sea Knife +10 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		7	CHA	1	6			
Climb-p		4	STR	0	4			
Diplomacy-p		7	CHA	1	6			
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		14+3	WIS	5	9	3		
Ride-p		10	DEX	6	4			
Sense Motive-p		16	WIS	5	9	2		
Sleight of Hand-p		10+2	DEX	6	4	2		
Spellcraft-p		-	INT	1				
Stealth-p		14	DEX	6	8			
Survival-p		6	WIS	5	1			
Swim-p		4	STR	0	4			
Use Magic Device-p		10	CHA	1	9			
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			
Knowledge: History-p		5	INT	1	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:	Gear - All
Thieves' tools			1	1		1	6	Potion of CLW	1
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	

FEATS		11	=	4	+	7	+
Selection List:		All Feats and Traits					
		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						
Snake Style	Unarmed strike deals piercing dmg. Imm. action to replace AC by a Sense Motive						✓
Toughness	+6 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.						

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

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

LOCATIONS	
Tag	Weight

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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

Rogue's Edge (Ex) - At 5th level, a rogue has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. She gains the skill unlock powers for that skill as appropriate for her number of ranks in that skill. At 10th, 15th, and 20th levels, he chooses an additional skill and gains skill unlock powers for that skill as well.

With sufficient ranks in Sense Motive, you earn the following.

5 Ranks: If you were aware of an opponent before rolling initiative (such as when you ambush an enemy or negotiations break down into combat, but not when both sides happen upon each other or you are surprised), you can attempt a Sense Motive check as part of your initiative check (DC = 11 + the highest Bluff modifier among your opponents or DC 15, whichever is higher). If you succeed, you gain a +1 bonus on the initiative check, plus an additional +1 for every 5 by which you exceeded the DC.

Thay'd Catiph

NOTES

Human (P), Scout Unchained 5th, Monk - Farstriker Un (P) 1st

Medium Humanoid (Human)

Alignment: Neutral [Trithereon]

Hit Dice: 5d8+10, 1d10+2 (65 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 +6, Ref +13, Will +6

Abilities: Str 10, Dex 23, Con 14, 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)

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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 +7, Climb +4, Diplomacy +7, Disable Device +12+2, Disguise +1, Escape Art +12, Fly +6, Heal +6, Intimidate +1, Perception +14+3, Ride +10, Sense Motive +16, Sleight of Hand +10+2, Stealth +14, Survival +6, Swim +4, Use Magic Dev. +10, Cr:Stonema +5, Kn:Local +5, Kn:Nature +2, Kn:Nobility +2, Pro:Sailor +9, Pro:Barrister +9, Kn:History +5.

CLERIC (P) SPELLS

Spells per Day: (; save DC 15+spell level):

Mage Hand, Magic Circle against Evil.

MAGUS (P) SPELLS

Spells per Day: (; save DC 11+spell level):

Call Weapon, Wave Shield.

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 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

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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

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SPELL PLANNER #2 for
Magus (p)
 Arcane caster

Effective	6		6
Caster Level		TOTAL	Class Adj.

SCHOOLS
 Abjuration, Conjunction, 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: 1

Checks	Lvl	Cleric (P) lvl 3 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
	1	Call Weapon	T	VS	Swift Action	30 ft.	one melee weapon wielded by an ally	Instant			You cause a weapon wielded by an ally within 30 feet to telekinetically fly across the space between you and into your open hand.	
	1	Wave Shield	0	V	Imm. Action	personal	You	1 round or until discharged			You create a rushing torrent of water in the rough outline of a shield.	

