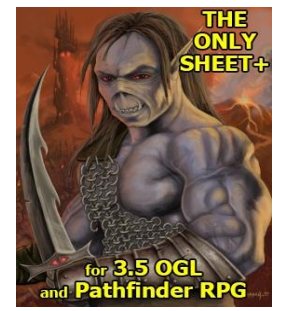


Thay'd Catiph
 Character Name
Scout Unchained 1
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 1
 Total
 Humanoid (Human)
d8 **HD 1** **XP 0** Male Grey
 Type Racial Total Adj. Type Next level: 2,000 xp Gender Eyes
Medium **1** **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	22	+6
CON Constitution	14	+2
INT Intelligence	13	+1
WIS Wisdom	20	+5
CHA Charisma	12	+1

HP Hit Points **16**
 ①①①①①①①①①①①①①①①①

AC Armor Class **16** = **10** + **6**
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj.

Touch Armor Class **16**

Flat-Foot Armor Class **10**

INIT Modifier **+6** = **6** + **0** + **0**

SPELL Resistance

POWER Points

CMB Bonus

CMD Defense **16** = **10** + **6** + **0** + **0**

FORTITUDE (Constitution)	+2
REFLEX (Dexterity)	+8
WILL (Wisdom)	+5

BASE Attack

MELEE Attack Bonus

RANGED Attack Bonus **+6**

ENERGY Resistances

Damage Reduction

Leader Leadership

Vision & Senses

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

FULL ATTACK One-Handed
 Estoc **+6** **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: **Medium**

Ammo

FULL ATTACK Thrown
 Chakram **+6** **1d8** **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.
 Notes: **Medium**

Ammo

FULL ATTACK Thrown
+6 **1d8** **20** **x2** **30'** **Slashing**
 Desc: A Sharpened Chakram does an extra +1 to damage.
 Notes: **Medium**

Ammo

FULL ATTACK Thrown
 Net **+6** **0** **10'** **None**
 Desc: Entangle foes.
 Notes: **Medium**

Ammo

FULL ATTACK One-Handed
 Sea Knife **+6** **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
 Notes: **Medium**

Ammo

FULL ATTACK One-Handed
 None
 Notes: **Medium**

Ammo

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

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

SPELLS			Arcane Spell Failure: 0%	Adj.:
Casting Class:				
Caster Level:				
Caster level adj:				
Spell / day adj:				
Spell known adj:				

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

GEMS	

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	

GEAR				Loc.	QTY	Lb.	Loc.	QTY	Lb.	List:	Gear - All
Thieves' tools		1	1							Potion of CLW	1
Scroll Case		1	1							Scroll of Magic Weapon	1
Waterskin		1	4								
Whetstone		1	1								
Candle		1									
Flint and Steel		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								
31.8 lb.		Light								362 gp	

ENCUMBRANCE					
33.3	66.7	100.0	200.0	500.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS						
7	=	2	+	2	+	3
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'
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
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.

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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 1st

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

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]

Languages (x2)

Common, Elven

CHARACTER STATUS

No Alignment selected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	2	
Common		
Elven		

Spell Difficulty Class Adj.

SPELL DC Adj. [] = [] Effects + [] Adj.

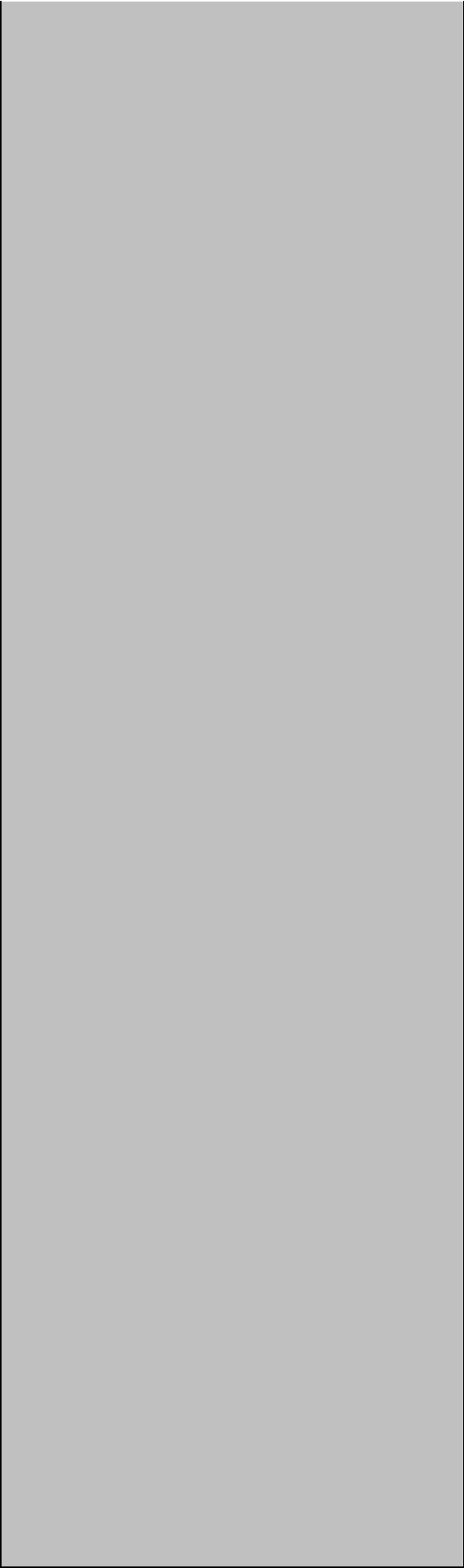
SPELL DC Adj. [] = [] Effects + [] Adj.

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:								

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



Thay'd Catiph

NOTES

Human (P), Scout Unchained 1st

Medium Humanoid (Human)

Alignment: Neutral [Trithereon]

Hit Dice: 1d8+2 (16 hp)

Initiative: +6

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

Space/Reach: 5 ft./5 ft.

AC: 16 (+6 Dex), Touch 16, Flat-Footed 10

Saves: Fort +2, Ref +8, Will +5

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

Base Att/CMB/CMD: +0 / +0(+6*) / 16

Single Attack:

Estoc: +6 melee (2d4/19-20)

Chakram: +6 thrown (1d8/20)

Net: +6 thrown (0/-/-)

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

Full Attack:

Estoc: +6 melee (2d4/19-20)

Chakram: +6 thrown (1d8/20)

Net: +6 thrown (0/-/-)

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

FEATS

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

SKILLS

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

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Skilled: Gain 1 extra skill point at each level

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

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+1 to Disable Device vs Traps [Trapfinding]

Languages (x2)

Common, Elven

CHARACTER STATUS

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