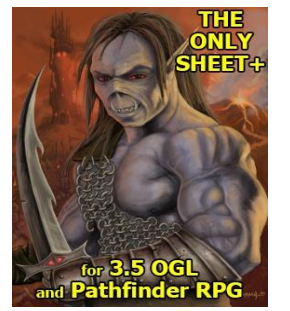


Thay'd Catiph
 Character Name
Scout Unchained 2
 Primary Level
 Secondary Level
 Third Class Level

LEVEL 2
 Total Humanoid (Human)
d8 **HD 1** **XP 0** Male Grey
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
Medium **2** **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 **21**
 2 • 1 1 1 1 1 1 1 1 1
 2 • 2 • 1 1 1 1 1 1 1 1

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 **+1** = **1** + **0** + **0** + **0** + **0** / **+6***

CMD Defense **17** = **11** + **6** + **0** + **0** + **0**

FORTITUDE (Constitution)	+2	
REFLEX (Dexterity)	+9	
WILL (Wisdom)	+5	

Base	Ability	Epic	Effects	Adj.	Cond.
2	3	6			
5					

ENERGY Resistances

Damage Reduction

BASE Attack **+1**

Leader Leadership

MELEE Attack Bonus **+1**

Vision & Senses

RANGED Attack Bonus **+7**

FULL ATTACK		One-Handed		Estoc		+7		2d4		19-20		-		Piercing	
Desc:		An estoc is a sword Its "blade" is a steel spike with a triangular, square, or hexagonal cross-section.		Size Category		Adj.		Medium							
Notes:															
Ammo															

FULL ATTACK		Thrown		Chakram		+7		1d8		20		30'		Slashing	
Desc:		Flat, open-centered metal discus with a sharpened edge		Size Category		Adj.		Medium							
Notes:		Many Shot 2/day. A Sharpened Chakram does an extra +1 to damage													
Ammo															

FULL ATTACK		Thrown													
Notes:		A Sharpened Chakram does an extra +1 to damage													
Ammo															

FULL ATTACK		Thrown		Net		+7		0		-		10'		None	
Desc:		Entangle foes.		Size Category		Adj.		Medium							
Notes:															
Ammo															

FULL ATTACK		One-Handed		Sea Knife		+7		1d4+6		19-20		10'		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		Adj.		Medium							
Notes:		Fragile													
Ammo															

FULL ATTACK		One-Handed		None											
Notes:															
Ammo															

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		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		10+1	WIS	5	5	1		
Ride-p		6	DEX	6				
Sense Motive-p		10	WIS	5	5			
Sleight of Hand-p		10+2	DEX	6	4	2		
Spellcraft-p		-	INT	1				
Stealth-p		11	DEX	6	5			
Survival-p		5	WIS	5				
Swim-p		0	STR	0				
Use Magic Device-p		6	CHA	1	5			
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			

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:									
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									

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

GEMS	

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

GEAR		Loc.	QTY	Lb.	Loc.	QTY	Lb.	List:	Gear - All
Thieves' tools	1	1	1	1	6	1	6	Potion of CLW	1
Scroll Case	1	1	1	1	1	1	1	Scroll of Magic Weapon	1
Waterskin	1	4	1	6					
Whetstone	1	1	1	6					
Candle	1	1	1	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		

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE	Total Value
				33.3 66.7 100.0 200.0 500.0	
Selection List: All Feats and Traits					

FEATS	8	=	2	+	2	+	4
	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						
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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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 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	
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	

Thay'd Catiph

NOTES

Human (P), Scout Unchained 2nd

Medium Humanoid (Human)

Alignment: Neutral [Trithereon]

Hit Dice: 2d8+4 (21 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 +9, Will +5

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

Base Att/CMB/CMD: +1 / +1(+6*) / 17

Single Attack:

Estoc: +7 melee (2d4/19-20)

Chakram: +7 thrown (1d8/20)

Net: +7 thrown (0/-/-)

Sea Knife: +7 melee (1d4+6/19-20)

Full Attack:

Estoc: +7 melee (2d4/19-20)

Chakram: +7 thrown (1d8/20)

Net: +7 thrown (0/-/-)

Sea Knife: +7 melee (1d4+6/19-20)

————| FEATS |————

Exotic Wpn Proficiency: Estoc, Improved Unarmed Strike, Point Blank Shot, Quick Draw, 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 +5, Climb +0, Diplomacy +6, Disable Device +11+1, Disguise +1, Escape Art +11, Fly +6, Heal +5, Intimidate +1, Perception +10+1, Ride +6, Sense Motive +10, Sleight of Hand +10+2, Stealth +11, Survival +5, Swim +0, Use Magic Dev. +6, 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.

————| 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

————| 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

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