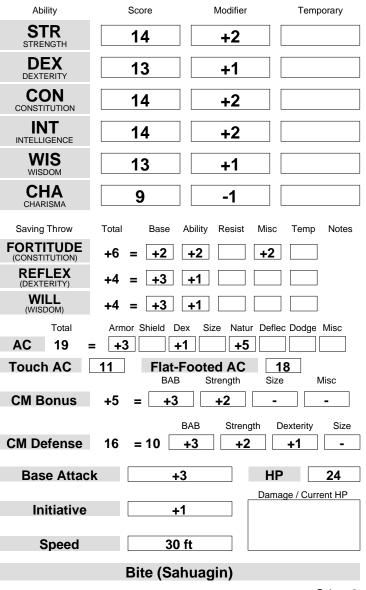
Sahagin Scout

Sahuagin fighter (tactician) 1 (Sahuagin +2) - CL3 - CR

Lawful Evil Monstrous Humanoid (Aquatic); Deity: ???



Main hand: +0, 1d4+1 Crit: ×2
Light, B/P/S

Spear

Both hands: **+5**, **1d8+3**Ranged, both hands: **+4**, **1d8+2**Crit: x3

Rng: 20'

2-hand, P, Brace

Seaweed Plate

+3 Max Dex: +5, Armor Check: Spell Fail: 15%, Light





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	-1	CHA (-1)	-	
⁰ Climb	+6	STR (2)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (1)	-	
^U Fly	+1	DEX (1)	-	
Handle Animal	+5	CHA (-1)	3	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (-1)	3	
Perception	+6	WIS (1)	2	
⁰ Ride	+6	DEX (1)	2	
Sense Motive	+1	WIS (1)	-	
⁰ Stealth	+6	DEX (1)	2	
Survival	+6	WIS (1)	2	
^U Swim	+16	STR (2)	3	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Great Fortitude
Martial Weapon Proficiency - All
Precise Strike
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Blindsense (30 feet) (Ex) Blood Frenzy (1/day) (Ex) Darkvision (60 feet) Light Blindness (Ex) Speak with Sharks (Su) Swim (60 feet)

Gear Total Weight Carried: 16/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs) Deep Platinum Pendant (On one only) Money Seaweed Plate 10 lbs Sodden ribbon with pearl on end (Worth 25 GP) Sodden ribbon with seashell on end (Worth 10 GP) Spear 6 lbs **Tracked Resources** Blood Frenzy (1/day) (Ex) Spear Languages Aquan Common Sourcebooks Used

Advanced Player's Guide - Precise Strike (feat)
 Adventurer's Armory / Inner Sea World Guide - Leaf

• Ultimate Combat - Tactician (archetype)

armor (armor)

• Bestiary - Sahuagin (race)

Experience & Wealth

Current Cash: -2 gp