



CHARACTER			
NAME Yellek		PLAYER Scott David Gray	
CLASS/LEVEL Monk 1	ANCESTRY Human	EXPERIENCE 0	
BACKGROUND Street Urchin	ALIGNMENT Chaotic Good	DEITY Desna	
SIZE Medium	AGE 27	HEIGHT 71	WEIGHT 150
GENDER Male	HAIR Black	EYES Dark Brown	SKIN Dark Brown with warm undertones
LANGUAGE(S) Common, Mwangi			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
25 ft.	12	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
19	19	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception (Wis)	+2	= +1	●	●	●	●

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort (Con)	+3	= +2	●	●	●	●
Ref (Dex)	+5	= +2	●	●	●	●
Will (Wis)	+3	= +2	●	●	●	●

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC TOUCH ARMOR CLASS	15	= 10	+3	●	●	●
AC ARMOR CLASS	15	= 10	+3	●	●	●

SKILLS						
	TOTAL	ABILITY MOD	T	E	M	L
<input checked="" type="checkbox"/> ACROBATICS (DEX)	+4	= +3	●	●	●	●
<input type="checkbox"/> ARCANA (INT)	+1	= +2	●	●	●	●
<input checked="" type="checkbox"/> ATHLETICS (STR)	+2	= +1	●	●	●	●
<input type="checkbox"/> CRAFTING (INT)	+1	= +2	●	●	●	●
<input type="checkbox"/> DECEPTION (CHA)	+0	= +1	●	●	●	●
<input type="checkbox"/> DIPLOMACY (CHA)	+2	= +1	●	●	●	●
<input type="checkbox"/> INTIMIDATION (CHA)	+0	= +1	●	●	●	●
<input type="checkbox"/> MEDICINE (WIS)	+0	= +1	●	●	●	●
<input type="checkbox"/> NATURE (WIS)	+0	= +1	●	●	●	●
<input type="checkbox"/> OCCULTISM (INT)	+1	= +2	●	●	●	●
<input type="checkbox"/> PERFORMANCE (CHA)	+0	= +1	●	●	●	●
<input checked="" type="checkbox"/> RELIGION (WIS)	+2	= +1	●	●	●	●
<input type="checkbox"/> SOCIETY (INT)	+1	= +2	●	●	●	●
<input type="checkbox"/> STEALTH (DEX)	+4	= +3	●	●	●	●
<input type="checkbox"/> SURVIVAL (WIS)	+2	= +1	●	●	●	●
<input type="checkbox"/> THIEVERY (DEX)	+4	= +3	●	●	●	●
<input checked="" type="checkbox"/> UNDERWORLD LORE (INT)	+3	= +2	●	●	●	●
signatureSkill Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
	Tiger Stance Stance: can Step 10 feet as long as your Speed is at least 10 feet, claws do persistent bleed damage on critical.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR	12	+1
Strength		
DEX	16	+3
Dexterity		
CON	12	+1
Constitution		
INT	14	+2
Intelligence		
WIS	12	+1
Wisdom		
CHA	12	+1
Charisma		

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
2	2	0	+1	+1

EQUIPMENT	
NAME	BULK
Weapons	
Dagger (Untrained)	L
(10×) Dart (Untrained)	1
Fist (Trained)	
Starknife (Untrained)	L
Armor	
Unarmored defense (Expert)	—
Gear	
Backpack (27 @ 3.3 blk)	L
Bedroll	L
Belt pouch (2 @ 0 blk)	—
Climbing kit	1
Clothing, fine (15 @ 4.7 blk)	—
(2×) Clothing, ordinary (empty)	—
Compass	—
Cookware	1
Flint and steel	—
Lantern, bull's-eye	1
(10×) Oil (pint)	—
(10×) Rations (day)	1
Religious symbol, silver	L
Tent, pup	L
Thieves' tools	L
5/11 bulk	

WEALTH
0 cp 0 sp 0 gp 0 pp

WEAPONS	
NAME	WEAPON PROPERTIES
Dagger (Untrained)	Ranged +2 / -2 / -6 P, S
	Damage 1d4+1 P, S
	Critical 2d4+2
	Melee +2 / -2 / -6
(10×) Dart (Untrained)	Damage 1d4+1 P, S
	Critical 2d4+2
	traits Agile, finesse, thrown (10 ft.), Versatile S
	Ranged +2 / -2 / -6 P
Fist (Trained)	Damage 1d4+1 P
	Critical 2d4+2
	traits Agile, thrown (20 ft.)
	Melee +4 / +0 / -4
Starknife (Untrained)	Damage 1d6+1 B
	Critical 2d6+2
	traits Agile, finesse, nonlethal, unarmed
	Ranged +2 / -2 / -6 P, S
	Damage 1d4+1 P, S
	Critical 2d4+2+1d6
	Melee +2 / -2 / -6
	Damage 1d4+1 P, S
	Critical 2d4+2+1d6
	traits Agile, deadly d6, finesse, thrown (20 ft.),
	Versatile S

ACTIONS, REACTIONS AND ACTIVITIES	
	Tiger Stance
◆	Stance: can Step 10 feet as long as your Speed is at least 10 feet, claws do persistent bleed damage on critical.

OTHER

WEAPON PROFICIENCIES	ARMOR PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Unarmed Attacks	EXPERT ARMOR PROFICIENCIES Unarmored defense

ABILITIES AND FEATS
Pickpocket Palm or Steal Objects that are closely guarded, such as an object in a creature's pocket or a loose ring.
Powerful Fist You use your normal proficiency when making a lethal attack with a nonlethal unarmed attack.
Tiger Stance Stance: can Step 10 feet as long as your Speed is at least 10 feet, claws do persistent bleed damage on critical.

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS	NOTES														
<table><tr><th>EXPERIENCE</th><th>NEXT LEVEL</th></tr><tr><td>0 XP</td><td>3 XP</td></tr><tr><td colspan="2">Gained:</td></tr><tr><td colspan="2"> </td></tr><tr><td colspan="2"> </td></tr><tr><td colspan="2"> </td></tr><tr><td colspan="2"> </td></tr></table>	EXPERIENCE	NEXT LEVEL	0 XP	3 XP	Gained:										<p>Yellek was born in Natambu on the 23rd day of Sarenith, in the year of 2691. His father, Negasi, died in 2893, two days before his younger sister Meskie was born. Their mother, Tsega, died in 2701. In 2703, after living on the streets of Natambu for two years, Yellek earned a small amount of cash from Pathfinder agents looking to murder their Aspis rivals, and to claim some ancient opal from nearby caves. The Pathfinders offered to bring Yellek and Meskie to Absalom, which they did. On arriving in Absalom, Yellek worked to learn the Taldane language and worked as a servant in the Pathfinder hall. Relying on a combination of practiced innocence and practical wariness, he managed to get himself letters recommending him to military training, and he joined the Absalom Army for a tour of four years, from 2708 to 2712, leaving with the rank of Lieutenant in the Military Police. For the past several years, he has worked mostly as a peddler trading and selling textiles and clothing in Absalom.</p> <div> </div> <div> </div> <div> </div> <div> </div> <div> </div>
EXPERIENCE	NEXT LEVEL														
0 XP	3 XP														
Gained:															

EQUIPMENT DESCRIPTIONS
Weapons
Dagger
Dart
Fist
Starknife
Armor
Unarmored defense
Your Unarmored Defense proficiency is here.
Gear
Backpack (27 @ 3.3 blk)
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Bedroll
Belt pouch (2 @ 0 blk)
A belt pouch can hold up to 4 items of light Bulk.
Climbing kit
This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.
Clothing, fine
Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns.
Clothing, ordinary
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
Compass
A compass gives you a +1 item bonus to Survival checks to navigate, provided you're in a location with uniform magnetic fields.
Cookware
Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Lantern, bull's-eye
A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A bull's-eye lantern emits its light in a 60-foot cone. A hooded lantern sheds light in a 30-foot radius and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action and requires you to have one hand free.
Oil (pint)
You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged touch attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.
Rations (day)
Religious symbol, silver
This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
Tent, pup
Thieves' tools
You need thieves' tools to Pick Locks or Disable Devices (of some types) using the Thievery skill. Thieves' tools of expert quality add a +1 item bonus to checks to Pick Locks and Disable Devices, and master thieves' tools add a +2 item bonus. Replacement picks are necessary when your tools break as a result of a critical failure on a Thievery check.

ABILITY DESCRIPTIONS

Pickpocket

You can Palm or Steal Objects that are closely guarded, such as an object in a creature's pocket or a loose ring. You can't steal objects that are actively wielded or that would be extremely noticeable or time-consuming to remove (like worn shoes or armor). If you're a master in Thievery, you can attempt to steal from a creature even if it's in combat or otherwise on guard. When you're doing so, Stealing an Object requires 2 manipulate actions instead of 1.

Powerful Fist

When striking with your fist, you deal 1d6 damage instead of 1d4. You use your normal proficiency when making a lethal attack with a nonlethal unarmed attack.

Tiger Stance

You enter the stance of a tiger, using your hands like claws. You can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. They gain the following enhancement.

Enhancement On a critical success, the target takes 1d4 persistent bleed damage.

While in Tiger Stance, you: can Step 10 feet as long as your Speed is at least 10 feet