

**Name:** Yellek      **Played By:** Scott David Gray      **PFS:** #14034-1503  
**Ancestry:** Human, Mwangi (Zenj)      **Gender:** Male      **Age:** 27  
**Class:** Monk      **Size:** Medium 5'11" 150 lbs      **Alignment:** Chaotic Good  
**Background:** Street Urchin      **Home Region:** Mwangi Expanse  
**Special Initiative Bonus:** +0  
**AC:** 15  
**TAC:** 15  
**Fort:** +3      **Reflex:** +5      **Will:** +3  
**Hit Points:** 19      **Hero Points:** 1/3      **Resonance:** 2  
**Perception:** +2 [Trained]  
**Speed:** 25'  
**Languages:** Common, Mwangi  
**Skills:**

<b>Str:</b> +1 [12]	<b>Acrobatics:</b> +4 [Trained]	<b>Nature:</b> +0	<b>Underworld Lore:</b> +3 [Trained]
<b>Dex:</b> +3 [16]	<b>Arcana:</b> +1	<b>Occultism:</b> +1	<b>Lore:</b>
<b>Con:</b> +1 [12]	<b>Athletics:</b> +2 [Trained]	<b>Performance:</b> +0	<b>Lore:</b>
<b>Int:</b> +2 [14]	<b>Crafting:</b> +1	<b>Religion:</b> +2 [Trained]	<b>Lore:</b>
<b>Wis:</b> +1 [12]	<b>Deception:</b> +0	<b>Society:</b> +1	<b>Lore:</b>
<b>Cha:</b> +1 [12]	<b>Diplomacy:</b> +2 [Trained]	<b>Stealth:</b> +4 [Trained]	<b>Lore:</b>
	<b>Intimidation:</b> +0	<b>Survival:</b> +2 [Trained]	<b>Lore:</b>
	<b>Medicine:</b> +0	<b>Thievery:</b> +4 [Trained] Tools: +1 item bonus pick locks and disable device May pickpocket	<b>Lore:</b>

#### Weapons:

##### Fist:

+4/+0/-4 to hit

1d6+1 [2d6+2] [Tiger claw: 1d8+1 [2d8+2 S] B

Agile, Finesse, Nonlethal, Unarmed

##### Melee Dagger:

+2/-2/-6 to hit

1d4+1 [2d4+2] P,S

Agile, Finesse, Versatile S

##### Melee Starknife:

+2/-2/-6 to hit

1d4+1 [2d4+2+1d6] P,S

Agile, Finesse, Versatile S, Deadly d6

##### Ranged Dagger:

+2/-2/-6 to hit

1d4+1 [2d4+2] P,S

Agile, Finesse, Thrown (10'), Versatile S

##### Ranged Starknife:

+2/-2/-6 to hit

1d4+1 [2d4+2+1d6] P,S

Agile, Finesse, Thrown (20'), Versatile S, Deadly d6

##### Ranged Dart:

+2/-2/-6 to hit

1d3+1 [2d4+2] P

Agile, thrown (20')

**Free actions:**

Maintain Balance [Acrobatics, free] +5

Delay

Drop Item

Speak

**Reactions:**

Grab Edge [Acrobatics, reaction] +5

Aid [after having prepared to help] Arrest a Fall

**1 Actions:**

Recall Knowledge [Arcana, action] +1

Recall Knowledge [Lore, action] +3

Recall Knowledge [Nature, action] +0

Recall Knowledge [Occultism, action] +1

Recall Knowledge [Religion, action] +0

Recall Knowledge [Society, action] +1

Balance [Acrobatics, action] +5

Escape [Acrobatics, action] +5

Tumble through [Acrobatics, action] +5

Break Grapple [Athletics, action] +2

Break Open [Athletics, action] +2

Climb [Athletics, action] +2

Grapple [Athletics, action] +2

High Jump [Athletics, action] +2

Shove [Athletics, action] +2

Swim [Athletics, action] +2

Assist

Crawl

Drop Prone

Interact

Leap

Seek

Stand

Step [10' on Tiger Stance]

Stride

Strike

Take Cover

Breathe Deep

Trip [Athletics, action] +2

Create a Diversion [Deception, action] +0

Lie [Deception, action] +0

Request [Diplomacy, action] +3

Demoralize [Intimidate, action] +0

Administer First Aid [Medicine, action] +0

Command an Animal [Nature, action] +0

Handle an Animal [Nature, action] +0

Perform [Performance, action] +0

Conceal an Object [Stealth, action] +2

Hide [Stealth, action] +2

Sneak [Stealth, action] +2

Palm an Object [Thievery, action] +4

Steal an Object [Thievery, action] +4

Maneuver in Fight [Acrobatics, trained, action] +5

Disarm [Athletics, trained, action] +2

Burrow

Fly

Mount

Point Out

Enter Tiger Stance [Can step 10' as long as speed is at least 10', use hands like claws; 1d8 slashing, brawling group, agile finesse nonlethal and unarmed, on a critical success the target takes 1d4 persistent bleed damage]

**2 Actions:**

Long Jump [Athletics, action] +2

Ready

**3 Actions:****Activities:**

Squeeze [Acrobatics, activity] +5

Repair [Crafting, activity] +1

Impersonate [Deception, activity] +0

Gather Information [Diplomacy, activity] +3

Make an Impression [Diplomacy, activity] +3

Coerce [Intimidation, activity] +0

Subsist on the Streets [Society, activity] +1

Sense Direction [Survival, activity] +2

Survive in the Wild [Survival, activity] +2

Pickpocket [Thievery, Trained, Feat, activity] +4

Practice a Trade [Lore, trained, activity] +3