

LE	MEDIUM	HUMANOID	HUMAN	ELF	MONK	ROGUE
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Perception +14; Low-light vision

Languages Common, Elven

Skills Acrobatics +12, Athletics +10, Stealth +10, Thievery +10

Str +4, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** -1

Surprise Attack You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Items Handwraps of Mighty Blows (P2), Composite Shortbow (P1), Thieves Tools, Oil of Potency, Lesser Bravo's Brew

AC 21; **Fort** +11, **Ref** +14, **Will** +11

HP 60

Speed 35 feet

Melee ♦ unarmed strike +13 (Agile, Magical), **Damage** 2d6+5 bludgeoning plus sneak attack (1d4)

Ranged ♦ composite shortbow +12 (Deadly d10, Propulsive), **Damage** 1d6+2 piercing plus sneak attack (1d4)

Flurry of Blows ♦ (Flourish, Monk) Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn. If both blows target the same creature apply stunning fist..

Ki Strike ♦ (Uncommon, Monk, Transmutation) You focus your ki into magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, lawful (only if you're lawful), negative, or positive.

Sneak Attacker (Archetype) 1d4 Sneak attack damage against flatfooted creatures.

Stunning Fist (Incapacitation) The focused power of your flurry threatens to overwhelm your opponent.

When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Feats: Robust Recovery{Background}, Ki Strike{Class}, Rogue Dedication{Class}, Sneak Attacker{Rogue Multiclass}, Stunning Fist{class}