

Rogue(10), Monk(20), Human

Drafted by Jack Oat (Discord: Jack Oat#8269)

STR: 9

DEX: 17 (19 w/ gift) (26)

CON: 14 (16 w/ gift)

WIS: 12

INT: 14

CHA: 8

Human: (Quick to Master)

01: Rogue(1): Expertise, Improved Expertise

02: Rogue(2): {Evasion, Weapon Finesse}

03: Rogue(3): Toughness, {Uncanny Dodge I}

04: Monk(1): DEX+1, {Cleave, Improved Unarmed Strike, Stunning Fist}, (DEX=20)

05: Monk(2): {Deflect Arrows, Weapon Focus: Unarmed}

06: Monk(3): Blind Fight

07: Monk(4)

08: Monk(5): DEX+1, (DEX=21)

09: Monk(6): Free Feat, {Knockdown, Improved Knockdown}

10: Monk(7)

11: Monk(8)

12: Monk(9): DEX+1, Improved Critical: Unarmed Strike, {Improved Evasion}, (DEX=22)

13: Rogue(4)

14: Monk(10)

15: Monk(11): Free Feat

16: Monk(12): DEX+1, (DEX=23)

17: Monk(13)

18: Monk(14): Free Feat

19: Monk(15)

20: Monk(16): DEX+1, (DEX=24)

21: Rogue(5): Epic Weapon Focus: Unarmed

22: Rogue(6)

23: Rogue(7)

24: Monk(17): DEX+1, Armor Skin, (DEX=25)

25: Rogue(8)

26: Monk(18)

27: Rogue(9): Epic Skill Focus: Discipline

28: Monk(19): DEX+1, (DEX=26)

29: Rogue(10): Defensive Roll

30: Monk(20): Epic Dodge

Discipline 33(42), Heal 33(34), Hide 33(41), Move Silently 33(41), Tumble 30(38), UMD 16(15),
remaining skillpoints 105

Notes: If you want to dual-wield, drop Improved Critical in favor of Weapon Focus.