

NPC

DEITY

Lawful Neutral

ALIGNMENT

4'2"	163 lbs
HEIGHT	WEIGHT
_____	_____
EYES	HAIR

Darkvision (60'), Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	16	+3	16	+3
CON Constitution	20	+5	20	+5
INT Intelligence	15	+2	15	+2
WIS Wisdom	20	+5	20	+5
CHA Charisma	10	+0	10	+0

Diagram illustrating the AC calculation process:

- HP** (hit points): 135
- AC** (armor class): 20
- WOUNDS/CURRENT HP**: 135
- SUBDUAL DAMAGE**: 0
- DAMAGE REDUCTION**: 0
- SPEED**: Walk 60'
- AC Calculation**: 20 - 135 = 17 (FLAT TOUCH) + 10 (BASE) + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + 3 (STAT MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 7 (MISC MODIFIER) = 23 (FINAL AC)
- MISS CHANCE**: 0
- ARCANE SPELL**: 0
- ARMOR CHECK**: +0
- SPELL RESISTANCE**: 23

$$\begin{array}{l} \text{INITIATIVE} \\ \text{modifier} \end{array} \quad \begin{array}{l} +3 \\ \text{TOTAL} \end{array} = \begin{array}{l} +3 \\ \text{DEX} \\ \text{MODIFIER} \end{array} + \begin{array}{l} +0 \\ \text{MISC} \\ \text{MODIFIER} \end{array}$$

$$\begin{array}{l} \text{BASE ATTACK} \\ \text{bonus} \end{array} \quad \begin{array}{l} +9/+4 \end{array}$$

SKILLS							MAX RANKS	16/8
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Climb	STR	16	= 2	+ 14.0	+		
✓	Concentration	CON	21	= 5	+ 16.0	+		
✓	Hide	DEX	14	= 3	+ 11.0	+		
✓	Move Silently	DEX	17	= 3	+ 14.0	+		
✓	Sense Motive	WIS	11	= 5	+ 6.0	+		
✓	Spot	WIS	20	= 5	+ 13.0	+	2	
✓	Swim	STR	11	= 2	+ 9.0	+		
	Tumble	DEX	16	= 3	+ 13.0	+		

_____ = _____ + _____ + _____
 ✓ : can be used untrained. X : exclusive skills

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	=	+8	+5	+0	+0		
REFLEX (dexterity)	+11	=	+8	+3	+0	+0		
WILLPOWER (wisdom)	+15	=	+8	+5	+0	+2		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+11/+6	=	+9/+4	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+9/+4	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
	+11/+6		2d6+2		20/x2	
ARMOR						
	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE	

Stunning Fist

WHOLENESS OF BODY

HP per day (52)

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Reflexes	See Text
Improved Disarm	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Stunning Fist	See Text
Track	See Text
Weapon Finesse	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Abundant Step (Su)

Diamond Body (Su)

Diamond Soul (Ex)

Flurry of Blows (Ex)

Improved Evasion (Ex)

Ki Strike (Magic and Lawful)

Purity of Body (Ex)

Slow Fall (60)

Stability

Still Mind (Ex)

Stonecunning

Stunning Fist attack 13/day (DC 21)

Wholeness of Body (Su) 26 hp/day

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike

LANGUAGES

Common, Dwarfven, Goblin, Orc