

Hrolf Male Human Mnk12

NAME

Mnk12

CLASS

132000

EXPERIENCE

12

78000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

RANGED

GRAPPLE

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Stunning Fist

DC21

WHOLENESS OF BODY

HP per day (48)

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	43.0	Medium	86.0
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Endurance	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Run	See Text
Skill Focus (Tumble)	See Text
Stunning Fist	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'2"

HEIGHT

200 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

70

WOUNDS/CURRENT HP

AC

21

TOTAL

17

FLAT

21

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

7

MISC MODIFIER

MISS CHANCE

SPEED

Walk 70'

INITIATIVE

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+9/+4

bonus

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Diplomacy	CHA	13	=	1	+ 10.0	2
✓ Escape Artist	DEX	19	=	4	+ 15.0	+
Knowledge (Religion)	INT	11	=	1	+ 10.0	+
✓ Listen	WIS	12	=	5	+ 7.0	+
✓ Sense Motive	WIS	17	=	5	+ 12.0	+
✓ Spot	WIS	17	=	5	+ 12.0	+
✓ Swim	STR	14	=	1	+ 13.0	+
Tumble	DEX	17	=	4	+ 13.0	+

SPECIAL ABILITIES

Abundant Step (Su)

Diamond Body (Su)

Flurry of Blows (Ex)

Improved Evasion (Ex)

Ki Strike (Magic and Lawful)

Purity of Body (Ex)

Slow Fall (60)

Still Mind (Ex)

Stunning Fist attack 12/day (DC 21)

Wholeness of Body (Su) 24 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Gnoll