

Oic Male Dwarf Mnk8

NAME

Mnk8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

Dwarf

RACE

Medium

SIZE

0

AGE

4'1"

HEIGHT

166 lbs

WEIGHT

EYES

166 lbs

WEIGHT

HAIR

Lawful Evil

ALIGNMENT

Darkvision (60'), Normal

VISION

0

POINTS

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP SCORE

TEMP MODIFIER

STR

Strength

13

+1

13

+1

DEX

Dexterity

18

+4

18

+4

CON

Constitution

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

19

+4

19

+4

CHA

Charisma

10

+0

10

+0

HP

hit points

52

AC

armor class

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40'

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Balance

DEX

15

=

4

+

9.0

+

2

Concentration

CON

13

=

2

+

11.0

+

Knowledge (Arcana)

INT

5

=

1

+

4.0

+

Knowledge (Religion)

INT

9

=

1

+

8.0

+

Listen

WIS

11

=

4

+

5.0

+

2

Sense Motive

WIS

13

=

4

+

9.0

+

Tumble

DEX

13

=

4

+

9.0

+

=

+

+

✓

:

can be used untrained.

X

:

exclusive skills

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+8

=

+6

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+12

=

+6

+

+4

+

+0

+

+2

+

WILLPOWER

(wisdom)

+10

=

+6

+

+4

+

+0

+

+0

+

MELEE

attack bonus

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

RANGED

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

GRAPPLE

attack bonus

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d10+1

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Stunning Fist

DC18

WHOLENESS OF BODY

HP per day (32)

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

50.0

Medium

100.0

Heavy

150.0

Lift over head

150.0

Lift off ground

300.0

Push / Drag

750.0

FEATS

Alertness

See Text

Combat Reflexes

See Text

Improved Disarm

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Lightning Reflexes

See Text

Skill Focus (Balance)

See Text

Stunning Fist

See Text