

Thorgerd Female Human Mnk7

NAME

Mnk7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	15	+2	15	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +5	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+8	= +5	+ +1	+ +0	+ +2	+	
WILLPOWER (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+9	= +5	+ +4	+ +0	+ +0	+
RANGED attack bonus	+6	= +5	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+9	= +5	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9	1d8+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WHOLENESS OF BODY
HP per day (28)

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Deflect Arrows	See Text
Improved Grapple	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Lightning Reflexes	See Text
Skill Focus (Craft (Pottery))	See Text
Track	See Text
Weapon Focus (Dagger)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'1"

HEIGHT

133 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP hit points	57	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	16	TOTAL	FLAT	TOUCH	Walk 50'

INITIATIVE modifier	+1	TOTAL	+1	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+5					

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS	MAX RANKS	10/5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Pottery)	INT	9	= 1	+ 5.0	+ 3
Disguise	CHA	4	= 1	+ 3.0	+
Escape Artist	DEX	10	= 1	+ 9.0	+
Hide	DEX	11	= 1	+ 10.0	+
Knowledge (Arcana)	INT	11	= 1	+ 10.0	+
Knowledge (Nobility and Royalty)	INT	5	= 1	+ 4.0	+
Knowledge (Religion)	INT	3	= 1	+ 2.0	+
Spot	WIS	12	= 4	+ 8.0	+
Tumble	DEX	5	= 1	+ 4.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES
Evasion (Ex)
Flurry of Blows (Ex)
Ki Strike (Magic)
Purity of Body (Ex)
Slow Fall (30)
Still Mind (Ex)
Wholeness of Body (Su) 14 hp/day

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

LANGUAGES
Common, Elven