

## NPC

Lawful Neutral
ALIGNMENT
Normal
VISION
0
POINTS

SKILL NAME		SKILLS						MAX RANKS	12/6
		KEY ABILITY MODIFIER	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Disguise	CHA	8	=	4	+	4.5	+	
✓	Heal	WIS	9	=	4	+	5.0	+	
✓	Jump	STR	16	=	0	+	12.0	+	4
	Knowledge (Architecture and Engineering)	INT	2	=	1	+	1.0	+	
✓	Spot	WIS	15	=	4	+	11.0	+	
✓	Swim	STR	9	=	0	+	9.0	+	
	Tumble	DEX	13	=	2	+	9.0	+	2
				=		+		+	

✓ : can be used untrained. X : exclusive skills

## SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Flurry of Blows (Ex)
- Improved Evasion (Ex)
- Ki Strike (Magic)
- Purity of Body (Ex)
- Slow Fall (40)
- Still Mind (Ex)
- Wholeness of Body (Su) 18 hp/day

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

LANGUAGES
Common, Dwarven, Halfling

**WHOLENESS OF BODY**

HP per day (36)

WEIGHT ALLOWANCE					
Light	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Diligent	See Text
Dodge	See Text
Improved Grapple	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Leadership	See Text