

NPC

Lawful Good
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED								
								Walk 70'								
+	0	+	0	+	4	+	0	+	0	+	6		0	+	0	24
ARMOR	SIELD	STAT	MODIFIER	MODIFIER	SIZE	NATURAL	MISC		ARCANE			ARMOR				SPELL
BONUS	BONUS	BONUS				ARMOR	MODIFIER		SPELL	CHECK		CHECK	RESISTANCE			

		SKILLS			MAX RANKS	17/8.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Balance	DEX	18	= 4	+ 12.0	+ 2
✓	Climb	STR	18	= 2	+ 16.0	+
	Craft (Alchemy)	INT	12	= 2	+ 10.0	+
✓	Diplomacy	CHA	15	= 2	+ 11.0	+ 2
	Knowledge (Arcana)	INT	16	= 2	+ 14.0	+
✓	Listen	WIS	19	= 4	+ 13.0	+ 2
✓	Sense Motive	WIS	15	= 4	+ 11.0	+
✓	Spot	WIS	21	= 4	+ 15.0	+ 2
	Tumble	DEX	21	= 4	+ 17.0	+

= + +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

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 (70)
Still Mind (Ex)
Stunning Fist attack 14/day (DC 21)
Wholeness of Body (Su) 28 hp/day

PROFICIENCIES

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

LANGUAGES

Aquan, Common, Sylvan

WHOLENESS OF BODY

HP per day (56)

TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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FEATS

Alertness	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Dodge	See Text
Improved Disarm	See Text
Improved Initiative	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Run	See Text
Stunning Fist	See Text