

Hallveig Female Human Mnk12

NAME

Mnk12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

5'7"

HEIGHT

155 lbs

WEIGHT

EYES

HAIR

Lawful Evil

ALIGNMENT

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	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	12	+1	12	+1

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
66				
AC	armor class	TOTAL	FLAT	TOUCH
21		17	21	10

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+4		+4	+0	
BASE ATTACK	bonus	+9/+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+8	+1	+0	+0		
REFLEX (dexterity)	+14	+8	+4	+0	+2		
WILLPOWER (wisdom)	+13	+8	+5	+0	+0		

MELEE	attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
+10/+5		+9/+4	+1	+0	+0		
RANGED	attack bonus	+13/+8	+9/+4	+4	+0	+0	
GRAPPLE	attack bonus <td>+10/+5</td> <td>+9/+4</td> <td>+1</td> <td>+0</td> <td>+0</td> <td></td>	+10/+5	+9/+4	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+10/+5	2d6+1	20/x2	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Stunning Fist
DC21

WHOLENESS OF BODY
HP per day (48)

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
Blind-Fight	See Text
Combat Reflexes	See Text
Dodge	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Lightning Reflexes	See Text
Mobility	See Text
Run	See Text
Stunning Fist	See Text

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	18	= 4	+ 12.0	+ 2
Concentration	CON	7	= 1	+ 6.0	+
Escape Artist	DEX	18	= 4	+ 14.0	+
Jump	STR	16	= 1	+ 13.0	+ 2
Knowledge (Arcana)	INT	10	= 1	+ 9.0	+
Sense Motive	WIS	20	= 5	+ 15.0	+
Spot	WIS	20	= 5	+ 13.0	+ 2
Tumble	DEX	15	= 4	+ 9.0	+ 2

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	18	= 4	+ 12.0	+ 2
Concentration	CON	7	= 1	+ 6.0	+
Escape Artist	DEX	18	= 4	+ 14.0	+
Jump	STR	16	= 1	+ 13.0	+ 2
Knowledge (Arcana)	INT	10	= 1	+ 9.0	+
Sense Motive	WIS	20	= 5	+ 15.0	+
Spot	WIS	20	= 5	+ 13.0	+ 2
Tumble	DEX	15	= 4	+ 9.0	+ 2

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, Draconic