

Abraham Male Half-Elf Mnk20

NAME	
Mnk20	380000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+15	= +12	+ +1	+ +0	+ +2		
REFLEX (dexterity)	+14	= +12	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+17	= +12	+ +5	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+19/+14/+9	=	+15/+10/+5	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+17/+12/+7	=	+15/+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+19/+14/+9	=	+15/+10/+5	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	2d10+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Stunning Fist	
DC25	□□□□□ □□□□□ □□□□□ □□□□□

WHOLENESS OF BODY	
HP per day (80)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Endurance	See Text
Great Fortitude	See Text
Improved Disarm	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Point Blank Shot	See Text
Run	See Text
Stunning Fist	See Text
Track	See Text
Weapon Focus (Nunchaku)	See Text

NPC

PLAYERNAME		DEITY	
Half-Elf	Medium	5'5"	160 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
hit points	102						
AC	21	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER
armor class		19	21	10	0	0	2

INITIATIVE	+2	DEX MODIFIER	+2	MISC MODIFIER	+0
modifier					
BASE ATTACK	+15/+10/+5				
bonus					

Lawful Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 90'		
0	+0	30
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	19	= 4	+ 15.0 +
Craft (Pottery)	INT	9	= 1	+ 8.0 +
Decipher Script	INT	3	= 1	+ 2.5 +
✓ Diplomacy	CHA	25	= 1	+ 22.0 + 2
✓ Escape Artist	DEX	22	= 2	+ 20.0 +
✓ Intimidate	CHA	2	= 1	+ 1.0 +
✓ Jump	STR	26	= 4	+ 22.0 +
Knowledge (Religion)	INT	23	= 1	+ 22.0 +
_____ = _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Abundant Step (Su)	
Diamond Body (Su)	
Diamond Soul (Ex)	
Elven Blood	
Empty Body (Su) 20 rounds/day	
Flurry of Blows (Ex)	
Immunity to sleep spells and similar magical effects.	
Improved Evasion (Ex)	
Ki Strike (Magic and Lawful and Adamantine)	
Perfect Self (Su)	
Purity of Body (Ex)	
Quivering Palm (Su) 1/week (DC 25)	
Slow Fall (Any Distance)	
Still Mind (Ex)	
Stunning Fist attack 20/day (DC 25)	
Timeless Body (Ex)	
Tongue of the Sun and Moon	
Wholeness of Body (Su) 40 hp/day	

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

LANGUAGES	
Common, Elven, Goblin	