

Analaqui Female Half-Elf Mnk12

NAME

Mnk12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'0"

HEIGHT

122 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

HP

hit points

79

AC

armor class

21

INITIATIVE

modifier

+4

BASE ATTACK

bonus

+9/+4

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Stunning Fist

DC21

WHOLENESS OF BODY

HP per day (48)

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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Combat Reflexes	See Text
Dodge	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Mobility	See Text
Stunning Fist	See Text
Weapon Focus (Quarterstaff)	See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 70'

SKILLS					MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Balance	DEX	19	= 4	+ 15.0	+
✓	Climb	STR	15	= 2	+ 13.0	+
✓	Diplomacy	CHA	14	= 1	+ 11.0	+ 2
✓	Escape Artist	DEX	11	= 4	+ 7.0	+
	Knowledge (Arcana)	INT	7	= 1	+ 6.0	+
	Knowledge (Religion)	INT	12	= 1	+ 11.0	+
✓	Swim	STR	14	= 2	+ 12.0	+
					=	+
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Abundant Step (Su)

Diamond Body (Su)

Elven Blood

Flurry of Blows (Ex)

Immunity to sleep spells and similar magical effects.

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, Elven, Goblin