

Jim Male Halfling Mnk18

NAME

Mnk18

CLASS

306000

EXPERIENCE

18

TCL

171000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'0"

HEIGHT

34 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

HP

hit points

117

AC

armor class

24

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

SPEED

Walk 80'

0

+0

28

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+13

REFLEX

(dexterity)

+17

WILLPOWER

(wisdom)

+17

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+16/+11/+6

RANGED

attack bonus

+19/+14/+9

GRAPPLE

attack bonus

+16/+11/+6

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

DC24

WHOLENESS OF BODY

HP per day (72)

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	43.0	Medium	87.0	Heavy	131.0
Lift over head	131.0	Lift off ground	262.0	Push / Drag	655.0

FEATS	
Deflect Arrows	See Text
Dodge	See Text
Improved Disarm	See Text
Improved Initiative	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Run	See Text
Skill Focus (Balance, Tumble)	See Text
Stunning Fist	See Text
Weapon Focus (Dagger, Shuriken)	See Text

SUBUDUAL DAMAGE					DAMAGE REDUCTION			SPEED		
								Walk 80'		
+ 0	+ 0	+ 5	+ 1	+ 0	+ 8		0	+ 0	28	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	

SKILLS					MAX RANKS 21/10.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Balance	DEX	20	= 5	+ 13.0	+ 2
✓	Jump	STR	25	= 2	+ 19.0	+ 4
	Knowledge (Arcana)	INT	21	= 1	+ 20.0	+
	Knowledge (Religion)	INT	20	= 1	+ 19.0	+
✓	Listen	WIS	21	= 5	+ 14.0	+ 2
	Tumble	DEX	27	= 5	+ 20.0	+ 2
				=	+	+

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Abundant Step (Su)
- Diamond Body (Su)
- Diamond Soul (Ex)
- Flurry of Blows (Ex)
- Improved Evasion (Ex)
- Ki Strike (Magic and Lawful and Adamantine)
- Purity of Body (Ex)
- Quivering Palm (Su) 1/week (DC 24)
- Slow Fall (90)
- Still Mind (Ex)
- Stunning Fist attack 18/day (DC 24)
- Timeless Body (Ex)
- Tongue of the Sun and Moon
- Wholeness of Body (Su) 36 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Halfling