

Garerk Male Dwarf Mnk17

NAME

Mnk17

CLASS

17

TCL

272000

EXPERIENCE

153000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'2"

HEIGHT

170 lbs

WEIGHT

,

HAIR

Lawful Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	13	+1	13	+1
CON Constitution	15	+2	15	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	10	+0	10	+0

HP hit points	120	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	19	18	19	10	0	0	1	0	0	8	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+5	=	+1	+4
TOTAL			DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+12/+7/+2			

SPEED		
Walk 70'		
0	+0	27
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	+10	+2	+0	+0		
REFLEX (dexterity)	+11	+10	+1	+0	+0		
WILLPOWER (wisdom)	+15	+10	+5	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0
GRAPPLE attack bonus	+13/+8/+3	=	+12/+7/+2	+1	+0	+0
	+16/+11/+6	=	+12/+7/+2	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	2d8+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WHOLENESS OF BODY	
HP per day (68)	<div></div>

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Deflect Arrows	See Text
Improved Grapple	See Text
Improved Initiative	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Persuasive	See Text
Quick Draw	See Text
Run	See Text

SKILLS		MAX RANKS		20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	24	=	4	+ 20.0 +
✓ Diplomacy	CHA	16	=	0	+ 16.0 +
✓ Hide	DEX	14	=	1	+ 13.0 +
Knowledge (Religion)	INT	11	=	1	+ 10.0 +
✓ Listen	WIS	13	=	5	+ 6.0 + 2
Perform (Percussion Instruments)	CHA	10	=	0	+ 10.0 +
✓ Spot	WIS	14	=	5	+ 7.0 + 2
✓ Tumble	DEX	19	=	1	+ 18.0 +
		=	+		+

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

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 23)

Slow Fall (80)

Stability

Still Mind (Ex)

Stonecunning

Timeless Body (Ex)

Tongue of the Sun and Moon

Wholeness of Body (Su) 34 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Undercommon