

Lambi Male Human Mnk9

NAME

Mnk9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	16	+3	16	+3
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	19	+4	19	+4
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

RANGED

GRAPPLE

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

WHOLENESS OF BODY

HP per day

(36)

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

76.0

Medium

153.0

Heavy

230.0

Lift over head

230.0

Lift off ground

460.0

Push / Drag

1150.0

FEATS

Alertness

See Text

Blind-Fight

See Text

Combat Expertise

See Text

Deflect Arrows

See Text

Endurance

See Text

Improved Disarm

See Text

Improved Grapple

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Skill Focus (Escape Artist)

See Text

NPC

PLAYERNAME

Human

Medium

5'4"

144 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP

67

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

18

15

18

10

0

0

3

0

0

5

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

+3

+3

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+6/+1

bonus

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 60'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

12/6

Balance

DEX

14

=

3

+

9.0

+

2

Climb

STR

15

=

3

+

12.0

+

Diplomacy

CHA

12

=

1

+

11.0

+

Escape Artist

DEX

13

=

3

+

10.0

+

Jump

STR

16

=

3

+

11.0

+

Knowledge (Arcana)

INT

16

=

4

+

12.0

+

Knowledge (Architecture and Engineering)

INT

6

=

4

+

2.5

+

Knowledge (Religion)

INT

16

=

4

+

12.0

+

Listen

WIS

18

=

4

+

12.0

+

Perform (Sing)

CHA

2

=

1

+

1.0

+

Sense Motive

WIS

5

=

4

+

1.0

+

Tumble

DEX

17

=

3

+

12.0

+

2

=

+

+

=

+

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Flurry of Blows (Ex)

Improved Evasion (Ex)

Ki Strike (Magic)

Purity of Body (Ex)

Slow Fall (40)

Still Mind (Ex)

Wholeness of Body (Su) 18 hp/day

PROFICIENCIES

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

LANGUAGES

Abyssal, Common, Draconic, Ignan, Terran