

Orin Male Dwarf Mnk11

NAME

Mnk11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'2"

HEIGHT

150 lbs

WEIGHT

0

HAIR

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Darkvision (60'),

VISION

Normal

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	16	+3	16	+3

HP  
hit points

73

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

15

TOTAL

14

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

4

MISS CHANCE

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+8/+3

SPEED

Walk 50'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+9

=

+7

+

+2

+

+0

+

+0

+

conditional modifiers

TOTAL

+10

=

+7

+

+1

+

+0

+

+2

+

TOTAL

+9

=

+7

+

+2

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

+11/+6

=

+8/+3

+

+3

+

+0

+

+0

+

RANGED  
attack bonus

TOTAL

+9/+4

=

+8/+3

+

+1

+

+0

+

+0

+

GRAPPLE  
attack bonus

TOTAL

+11/+6

=

+8/+3

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+11/+6

DAMAGE

1d10+3

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

WHOLENESS OF BODY

HP per day

(44)

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

86.0

Medium

173.0

Heavy

260.0

Lift over head

260.0

Lift off ground

520.0

Push / Drag

1300.0

FEATS

Combat Expertise

See Text

Deflect Arrows

See Text

Diligent

See Text

Improved Disarm

See Text

Improved Grapple

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Lightning Reflexes

See Text

Run

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Balance

DEX

15

=

1

+

12.0

+

2

Bluff

CHA

7

=

3

+

4.5

+

Craft (Painting)

INT

16

=

4

+

12.0

+

Jump

STR

15

=

3

+

10.0

+

2

Knowledge (Arcana)

INT

16

=

4

+

12.0

+

Knowledge (Nobility and Royalty)

INT

10

=

4

+

6.0

+

Knowledge (Religion)

INT

18

=

4

+

14.0

+

Listen

WIS

12

=

2

+

10.0

+

Move Silently

DEX

12

=

1

+

11.0

+

Tumble

DEX

17

=

1

+

14.0

+

2

=

+

+

✓ : can be used untrained. ✕ : exclusive skills

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.

Diamond Body (Su)

Flurry of Blows (Ex)

Improved Evasion (Ex)

Ki Strike (Magic and Lawful)

Purity of Body (Ex)

Slow Fall (50)

Stability

Still Mind (Ex)

Stonecunning

Wholeness of Body (Su) 22 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Giant, Orc, Terran, Undercommon