

NPC

DEITY

ALIGNMENT

4'0"	125 lbs
HEIGHT	WEIGHT
<hr/>	
EYES	HAIR

Darkvision (60'), Normal
VISION
0
POINTS

SPEED		
Walk 70'		
0	+0	25
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

$$\begin{array}{l} \text{INITIATIVE} \\ \text{modifier} \end{array} \quad \begin{array}{l} +4 \\ \text{TOTAL} \end{array} = \begin{array}{l} +4 \\ \text{DEX} \\ \text{MODIFIER} \end{array} + \begin{array}{l} +0 \\ \text{MISC} \\ \text{MODIFIER} \end{array}$$

$$\begin{array}{l} \text{BASE ATTACK} \\ \text{bonus} \end{array} \quad +11/+6/+1$$

SKILL NAME		SKILLS				MAX RANKS	18/9
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Balance	DEX	8	= 4	+ 2.0	+ 2	
✓	Climb	STR	10	= 4	+ 6.0	+	
✓	Escape Artist	DEX	20	= 4	+ 16.0	+	
✓	Hide	DEX	18	= 4	+ 14.0	+	
	Knowledge (Religion)	INT	19	= 1	+ 18.0	+	
✓	Swim	STR	20	= 4	+ 16.0	+	
	Tumble	DEX	22	= 4	+ 18.0	+	
				=	+	+	

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS		DAMAGE		CRITICAL		
	+15/+10/+5		2d6+4		20/x2		
ARMOR			TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

Stunning Fist 

WHOLENESS OF BODY

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
Great Fortitude	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Leadership	See Text
Lightning Reflexes	See Text
Run	See Text
Stunning Fist	See Text

- +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)

Purity of Body (Ex)

Quivering Palm (Su) 1/week (DC 22)

Quivering Fall
Class: Fall (70)

Slow Fa
St. Lili

Stability

Still Mind (Ex)

Stonecunning

Stunning Fist attack 15/day (DC 22)

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

Common, Dwarven, Orc
