

NPC

ALIGNMENT

Darkvision (60'),
Normal
VISION
0
POINTS

INITIATIVE modifier	<div><div>+4</div><div>TOTAL</div></div> = <div><div>+4</div><div>DEX MODIFIER</div></div> + <div><div>+0</div><div>MISC MODIFIER</div></div>
BASE ATTACK bonus	<div><div>+4</div></div>

SKILLS					MAX RANKS		9/4.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Diplomacy	CHA	11	= 0	+ 9.0	+ 2	
✓	Hide	DEX	13	= 4	+ 9.0	+	
✓	Jump	STR	10	= 1	+ 7.0	+ 2	
✓	Listen	WIS	13	= 4	+ 7.0	+ 2	
✓	Move Silently	DEX	11	= 4	+ 7.0	+	
	Tumble	DEX	12	= 4	+ 6.0	+ 2	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+5	=	+4	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+8	=	+4	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+5	=	+4	+	+1	+	+0	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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HP per day (48)

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

Alertness	See Text
Combat Reflexes	See Text
Improved Grapple	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Negotiator	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.

Evasion (Ex)

Flurry of Blows (Ex)

Ki Strike (Magic)

Purity of Body (Ex)

Slow Fall (30)

Stability

Still Mind (Ex)

Stonecunning

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

Common, Dwarven, Undercommon