

Arin Male Halfling Mnk11

NAME

Mnk11

CLASS

110000

EXPERIENCE

11

66000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'2"

HEIGHT

36 lbs

WEIGHT

0

Male

GENDER

AGE

EYES

HAIR

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	21	+5	21	+5
CON Constitution	13	+1	13	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	19	+4	19	+4
CHA Charisma	13	+1	13	+1

HP

hit points

61

AC

armor class

22

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SPEED

Walk 50'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+9

REFLEX

(dexterity)

+13

WILLPOWER

(wisdom)

+12

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+14/+9

GRAPPLE

attack bonus

+11/+6

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 (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

50.0

Medium

100.0

Heavy

150.0

Lift over head

150.0

Lift off ground

300.0

Push / Drag

750.0

FEATS

Combat Expertise

See Text

Combat Reflexes

See Text

Improved Disarm

See Text

Improved Feint

See Text

Improved Grapple

See Text

Improved Initiative

See Text

Improved Trip

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

14/7

Concentration

CON

13

=

1

+

12.0

+

Diplomacy

CHA

12

=

1

+

11.0

+

Hide

DEX

17

=

5

+

8.0

+

4

Jump

STR

18

=

2

+

12.0

+

4

Knowledge (Religion)

INT

17

=

3

+

14.0

+

Listen

WIS

20

=

4

+

14.0

+

2

Spot

WIS

14

=

4

+

10.0

+

Swim

STR

12

=

2

+

10.0

+

Tumble

DEX

14

=

5

+

7.0

+

2

: can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Diamond Body (Su)

Flurry of Blows (Ex)

Improved Evasion (Ex)

Ki Strike (Magic and Lawful)

Purity of Body (Ex)

Slow Fall (50)

Still Mind (Ex)

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, Elven, Halfling, Orc