

NPC

ALIGNMENT

Darkvision (60'), Normal
VISION
0
POINTS

SPEED		
Walk 70'		
0	+0	27
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

		SKILLS			MAX RANKS	20/10
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	24	= 4	+ 20.0	+
✓	Concentration	CON	19	= 2	+ 17.0	+
✓	Jump	STR	24	= 4	+ 18.0	2
	Knowledge (Arcana)	INT	20	= 4	+ 16.0	+
	Knowledge (Religion)	INT	17	= 4	+ 13.0	+
✓	Listen	WIS	25	= 5	+ 20.0	+
✓	Sense Motive	WIS	24	= 5	+ 19.0	+
✓	Spot	WIS	23	= 5	+ 18.0	+
	Tumble	DEX	24	= 3	+ 19.0	2

_____ = _____ + _____ + _____

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER
MELEE attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	
RANGED attack bonus	+15/+10/+5	=	+12/+7/+2	+3	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	

Stunning Fist 

WHOLENESS OF BODY

HP per day (68)

Body Part	HP per day (68)
Head	10
Neck	10
Torso	10
Arms	10
Legs	10
Feet	10
Hands	10
Fingers	10
Ears	10
Eyes	10
Nose	10
Mouth	10
Skin	10
Hair	10
Teeth	10
Bones	10
Muscles	10
Nerves	10
Organs	10
Blood	10

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	
Combat Expertise	See Text
Deflect Arrows	See Text
Dodge	See Text
Improved Disarm	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Mobility	See Text
Power Attack	See Text
Stunning Fist	See Text
Weapon Focus (Dagger, Shuriken)	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 and Adamantine)
Purity of Body (Ex)
Quivering Palm (Su) 1/week (DC 23)
Slow Fall (80)
Stability
Still Mind (Ex)
Stonecunning
Stunning Fist attack 17/day (DC 23)
Timeless Body (Ex)
Tongue of the Sun and Moon
Wholeness of Body (Su) 34 hp/day

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

Common, Dwarfven, Gnome, Orc, Terran, Undercommon
