

Beau Male Halfling Mnk7

NAME

Mnk7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

33 lbs

WEIGHT

0

Male

GENDER

0

AGE

EYES

HAIR

POINTS

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	14	+2	14	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP

hit points

65

AC

armor class

20

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

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

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 (28)

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

57.0

Medium

114.0

Heavy

172.0

Lift over head

172.0

Lift off ground

344.0

Push / Drag

860.0

FEATS

Alertness

See Text

Combat Reflexes

See Text

Improved Disarm

See Text

Improved Grapple

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Investigator

See Text

Skill Focus (Balance)

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

10/5

Balance

DEX

14

=

4

+

8.0

+

2

Climb

STR

15

=

3

+

10.0

+

2

Jump

STR

17

=

3

+

10.0

+

4

Knowledge (Arcana)

INT

11

=

2

+

9.0

+

0

Listen

WIS

17

=

4

+

9.0

+

4

Sense Motive

WIS

6

=

4

+

2.0

+

0

Spot

WIS

12

=

4

+

6.0

+

2

Tumble

DEX

13

=

4

+

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

Evasion (Ex)

Flurry of Blows (Ex)

Ki Strike (Magic)

Purity of Body (Ex)

Slow Fall (30)

Still Mind (Ex)

Wholeness of Body (Su) 14 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Gnome, Goblin, Halfling