

Horik Male Half-Elf Mnk16

NAME

Mnk16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'7"

HEIGHT

160 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

HP

hit points

87

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

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

SPEED

Walk 80'

0

+0

26

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+11

REFLEX

(dexterity)

+14

WILLPOWER

(wisdom)

+15

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+13/+8/+3

RANGED

attack bonus

+14/+9/+4

GRAPPLE

attack bonus

+13/+8/+3

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

Stunning Fist

DC23

WHOLENESS OF BODY

HP per day (64)

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

43.0

Medium

86.0

Heavy

130.0

Lift over head

130.0

Lift off ground

260.0

Push / Drag

650.0

FEATS

Alertness

See Text

Deflect Arrows

See Text

Diligent

See Text

Endurance

See Text

Improved Disarm

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Lightning Reflexes

See Text

Stunning Fist

See Text

Toughness (1x)

See Text

Track

See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Concentration	CON	19	=	1	+ 18.0 +
Craft (Armorsmithing)	INT	22	=	4	+ 18.0 +
Craft (Carpentry)	INT	16	=	4	+ 12.0 +
Craft (Trapmaking)	INT	21	=	4	+ 17.0 +
Jump	STR	20	=	1	+ 19.0 +
Knowledge (Religion)	INT	19	=	4	+ 15.0 +
Listen	WIS	25	=	5	+ 17.0 + 3
Move Silently	DEX	19	=	2	+ 17.0 +
Sense Motive	WIS	24	=	5	+ 19.0 +

= + +

: can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Abundant Step (Su)

Diamond Body (Su)

Diamond Soul (Ex)

Elven Blood

Flurry of Blows (Ex)

Immunity to sleep spells and similar magical effects.

Improved Evasion (Ex)

Ki Strike (Magic and Lawful and Adamantine)

Purity of Body (Ex)

Quivering Palm (Su) 1/week (DC 23)

Slow Fall (80)

Still Mind (Ex)

Stunning Fist attack 16/day (DC 23)

Wholeness of Body (Su) 32 hp/day

PROFICIENCIES

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

LANGUAGES

Abyssal, Auran, Common, Elven, Ignan, Sylvan