

Ingibjorg Female Human Mnk18

NAME

Mnk18

CLASS

18

TCL

306000

EXPERIENCE

171000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

4'10"

HEIGHT

110 lbs

WEIGHT

Female

GENDER

EYES

HAIR

POINTS

Lawful Evil

ALIGNMENT

Normal

VISION

0

ABILITY NAME

STR

Strength

ABILITY SCORE

18

ABILITY MODIFIER

+4

TEMP SCORE

18

TEMP MODIFIER

+4

DEX

Dexterity

14

+2

14

+2

CON

Constitution

12

+1

12

+1

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

21

+5

21

+5

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+12

=

+11

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+13

=

+11

+

+2

+

+0

+

+0

+

WILLPOWER

(wisdom)

+16

=

+11

+

+5

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+17/+12/+7

=

+13/+8/+3

+

+4

+

+0

+

+0

+

RANGED

attack bonus

+15/+10/+5

=

+13/+8/+3

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+17/+12/+7

=

+13/+8/+3

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+17/+12/+7

2d8+4

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

WHOLENESS OF BODY

HP per day (72)

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Alertness

See Text

Blind-Fight

See Text

Combat Reflexes

See Text

Endurance

See Text

Improved Disarm

See Text

Improved Grapple

See Text

Improved Initiative

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Investigator

See Text

Point Blank Shot

See Text

Weapon Focus (Nunchaku, Quarterstaff)

See Text

HP

hit points

102

WOUNDS/CURRENT HP

AC

armor class

20

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 90'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

21/10.5

Concentration

CON

19

=

1

+

18.0

+

Craft (Woodworking)

INT

5

=

1

+

4.0

+

Escape Artist

DEX

23

=

2

+

21.0

+

Jump

STR

26

=

4

+

20.0

+

2

Knowledge (Arcana)

INT

10

=

1

+

9.0

+

Knowledge (Religion)

INT

21

=

1

+

20.0

+

Spot

WIS

25

=

5

+

18.0

+

2

Tumble

DEX

20

=

2

+

16.0

+

2

: can be used untrained. x : exclusive skills

SPECIAL ABILITIES

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 24)

Slow Fall (90)

Still Mind (Ex)

Timeless Body (Ex)

Tongue of the Sun and Moon

Wholeness of Body (Su) 36 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Goblin