

Astrid Female Human Mnk11

NAME

Mnk11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	16	+3	16	+3
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+8

+10

+12

=

=

=

+7

+7

+7

+

+

+

+1

+3

+5

+

+

+

+0

+0

+0

+

+

+

+0

+0

+0

+

+

+

TEMP MODIFIER

TEMP MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+10/+5

+11/+6

+10/+5

=

=

=

+8/+3

+8/+3

+8/+3

+

+

+

+2

+3

+2

+

+

+

+0

+0

+0

+

+

+

TEMP MODIFIER

TEMP MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+10/+5

1d10+2

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Stunning Fist

DC20

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Alertness

See Text

Combat Expertise

See Text

Deflect Arrows

See Text

Diligent

See Text

Dodge

See Text

Improved Disarm

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Stunning Fist

See Text

Weapon Finesse

See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'2"

HEIGHT

139 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP
hit points

57

WOUNDS/CURRENT HP

AC
armor class

20

TOTAL

17

FLAT

20

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

7

MISC MODIFIER

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

DEITY

5'2"

HEIGHT

139 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

14/7

Balance

DEX

16

=

3

+

11.0

+

2

Climb

STR

10

=

2

+

8.0

+

Concentration

CON

9

=

1

+

8.0

+

Escape Artist

DEX

12

=

3

+

9.0

+

Jump

STR

18

=

2

+

14.0

+

Listen

WIS

21

=

5

+

14.0

+

Move Silently

DEX

17

=

3

+

14.0

+

Perform (Sing)

CHA

14

=

1

+

13.0

+

Sense Motive

WIS

12

=

5

+

7.0

+

Spellcraft

INT

6

=

4

+

2.0

+

Spot

WIS

21

=

5

+

14.0

+

Tumble

DEX

15

=

3

+

10.0

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

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)

Stunning Fist attack 11/day (DC 20)

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

Aquan, Common, Dwarven, Elven, Gnome