

Gudris Female Human Mnk14

NAME

Mnk14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

169 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	17	+3	17	+3
CON Constitution	12	+1	12	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP
hit points

90

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

19

TOTAL

16

FLAT

19

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

6

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+10/+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+10

BASE SAVE

+9

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

+12

+9

+3

+0

+0

+15

+9

+4

+0

+2

MELEE
attack bonus

TOTAL

+14/+9

BASE ATTACK BONUS

+10/+5

STAT MODIFIER

+4

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED
attack bonus

+13/+8

+10/+5

+3

+0

+0

GRAPPLE
attack bonus

+14/+9

+10/+5

+4

+0

+0

UNARMED

TOTAL ATTACK BONUS

+14/+9

DAMAGE

2d6+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

WHOLENESS OF BODY

HP per day (56)

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

Deflect Arrows

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

Iron Will

See Text

Point Blank Shot

See Text

Self Sufficient

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

CONCENTRATION

CON

13

=

1

+

12.0

+

CRAFT (SHIPMAKING)

INT

10

=

2

+

8.0

+

DIPLOMACY

CHA

8

=

1

+

7.0

+

ESCAPE ARTIST

DEX

14

=

3

+

11.0

+

JUMP

STR

12

=

4

+

6.0

+

2

KNOWLEDGE (ARCANAE)

INT

18

=

2

+

16.0

+

KNOWLEDGE (RELIGION)

INT

16

=

2

+

14.0

+

SENSE MOTIVE

WIS

6

=

4

+

2.0

+

SPOT

WIS

19

=

4

+

13.0

+

2

SWIM

STR

18

=

4

+

14.0

+

TUMBLE

DEX

21

=

3

+

16.0

+

2

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

CONCENTRATION

CON

13

=

1

+

12.0

+

CRAFT (SHIPMAKING)

INT

10

=

2

+

8.0

+

DIPLOMACY

CHA

8

=

1

+

7.0

+

ESCAPE ARTIST

DEX

14

=

3

+

11.0

+

JUMP

STR

12

=

4

+

6.0

+

2

KNOWLEDGE (ARCANAE)

INT

18

=

2

+

16.0

+

KNOWLEDGE (RELIGION)

INT

16

=

2

+

14.0

+

SENSE MOTIVE

WIS

6

=

4

+

2.0

+

SPOT

WIS

19

=

4

+

13.0

+

2

SWIM

STR

18

=

4

+

14.0

+

TUMBLE

DEX

21

=

3

+

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)

Purity of Body (Ex)

Slow Fall (70)

Still Mind (Ex)

Wholeness of Body (Su) 28 hp/day

PROFICIENCIES

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

LANGUAGES

Auran, Common, Orc