

Grunnhild Female Human Mnk8

NAME

Mnk8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'9"

HEIGHT

149 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	13	+1	13	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP

hit points

43

AC

armor class

19

INITIATIVE

modifier

+4

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

TOTAL

DEX MODIFIER

MISC MODIFIER

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

RANGED

attack bonus

GRAPPLE

attack bonus

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

WHOLENESS OF BODY

HP per day (32)

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

TOTAL WEIGHT CARRIED/VALUE

WEIGHT ALLOWANCE

Light

Medium

Heavy

Lift over head

Lift off ground

Push / Drag

FEATS

Deflect Arrows

Dodge

Improved Disarm

Improved Grapple

Improved Unarmed Strike

Improved Unarmed Strike

Iron Will

Negotiator

Weapon Finesse

SKILLS		MAX RANKS		11/5.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	8	= 1	+ 7.0 +
✓ Concentration	CON	11	= 1	+ 10.0 +
✓ Diplomacy	CHA	14	= 1	+ 11.0 + 2
✓ Hide	DEX	15	= 4	+ 11.0 +
✓ Jump	STR	14	= 1	+ 11.0 + 2
Knowledge (Architecture and Engineering)	INT	2	= 2	+ 0.5 +
✓ Listen	WIS	15	= 4	+ 11.0 +
✓ Tumble	DEX	17	= 4	+ 11.0 + 2
✓ Use Rope	DEX	6	= 4	+ 2.0 +

SPECIAL ABILITIES

Evasion (Ex)

Flurry of Blows (Ex)

Ki Strike (Magic)

Purity of Body (Ex)

Slow Fall (40)

Still Mind (Ex)

Wholeness of Body (Su) 16 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Ignan, Terran