

Gerbo Male Gnome Mnk13

NAME

Mnk13

CLASS

156000

EXPERIENCE

13

91000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	20	+5	20	+5
INT Intelligence	15	+2	15	+2
WIS Wisdom	17	+3	17	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+13

=

+8

+

+5

+

+0

+

+0

+

conditional modifiers

+12

=

+8

+

+4

+

+0

+

+0

+

conditional modifiers

+11

=

+8

+

+3

+

+0

+

+0

+

conditional modifiers

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER						
MELEE attack bonus	+11/+6	=	+9/+4	+	+1	+	+1	+	+0	+	
RANGED attack bonus	+14/+9	=	+9/+4	+	+4	+	+1	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+9/+4	+	+1	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d10+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Stunning Fist

DC19

WHOLENESS OF BODY

HP per day (52)

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	37.0	Medium	74.0	Heavy	112.0
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS

Blind-Fight	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Improved Initiative	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Quick Draw	See Text
Stunning Fist	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'7"

HEIGHT

47 lbs

WEIGHT

0

Male

GENDER

EYES

HAIR

HP  
hit points

135

WOUNDS/CURRENT HP

AC  
armor class

20

TOTAL

16

FLAT

20

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

5

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

23

SPELL RESISTANCE

INITIATIVE  
modifier

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK  
bonus

+9/+4

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SKILLS

MAX RANKS 16/8

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	11	=	1	+ 10.0 +
✓ Escape Artist	DEX	19	=	4	+ 15.0 +
✓ Jump	STR	14	=	1	+ 13.0 +
Knowledge (Arcana)	INT	16	=	2	+ 14.0 +
Knowledge (Nature)	INT	4	=	2	+ 2.0 +
Knowledge (Religion)	INT	16	=	2	+ 14.0 +
✓ Sense Motive	WIS	11	=	3	+ 8.0 +
✓ Spot	WIS	18	=	3	+ 15.0 +
Tumble	DEX	9	=	4	+ 3.0 + 2

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

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 (60)

Speak with Animals (burrowing mammal only, duration 1 minute).

Still Mind (Ex)

Stunning Fist attack 13/day (DC 19)

Wholeness of Body (Su) 26 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Gnome, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	<b>Speak with Animals</b> <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	<b>Dancing Lights</b> <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	<b>Ghost Sound</b> <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	<b>Prestidigitation</b> <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									