

Ketil Male Human Mnk11

NAME

Mnk11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'2"

HEIGHT

168 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	17	+3	17	+3
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	15	+2	15	+2

HP

hit points

94

AC

armor class

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

86.0

Medium

173.0

Heavy

260.0

Lift over head

260.0

Lift off ground

520.0

Push / Drag

1300.0

FEATS

Alertness

See Text

Deflect Arrows

See Text

Dodge

See Text

Endurance

See Text

Improved Grapple

See Text

Improved Trip

See Text

Improved Unarmed Strike

See Text

Improved Unarmed Strike

See Text

Iron Will

See Text

Persuasive

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

14/7

Climb

STR

17

=

3

+

14.0

+

Escape Artist

DEX

10

=

3

+

7.0

+

Jump

STR

17

=

3

+

12.0

+

2

Knowledge (Arcana)

INT

11

=

1

+

10.0

+

Knowledge (Religion)

INT

14

=

1

+

13.0

+

Move Silently

DEX

4

=

3

+

1.0

+

Sense Motive

WIS

5

=

4

+

1.0

+

Spot

WIS

7

=

4

+

1.0

+

2

Swim

STR

17

=

3

+

14.0

+

Tumble

DEX

16

=

3

+

11.0

+

2

=

+

+

✓ : can be used untrained. x : 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)

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

Common, Giant