

Michel Male Half-Elf Mnk7

NAME

Mnk7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+6

=

+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+8

=

+5

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+8

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+3

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9	1d8+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Stunning Fist

DC17

■■■■■ ■■

WHOLENESS OF BODY

HP per day (28)

■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Reflexes	See Text
Improved Disarm	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Stunning Fist	See Text
Track	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'0"

HEIGHT

115 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

48

WOUNDS/CURRENT HP

AC
armor class

18

TOTAL

:

15

:

18

:

10

=

BASE

+

0

+

0

+

3

+

0

+

0

+

5

MISS CHANCE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

SUBBDUAL DAMAGE

DAMAGE REDUCTION

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 50'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS		MAX RANKS		10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Balance	DEX	10	= 3	+ 7.0 +
✓ Diplomacy	CHA	12	= 2	+ 8.0 + 2
✓ Escape Artist	DEX	12	= 3	+ 9.0 +
Knowledge (Religion)	INT	10	= 1	+ 9.0 +
✓ Listen	WIS	14	= 4	+ 7.0 + 3
Perform (String Instruments)	CHA	12	= 2	+ 10.0 +
= _____ + _____ + _____				
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Evasion (Ex)

Flurry of Blows (Ex)

Immunity to sleep spells and similar magical effects.

Ki Strike (Magic)

Purity of Body (Ex)

Slow Fall (30)

Still Mind (Ex)

Stunning Fist attack 7/day (DC 17)

Wholeness of Body (Su) 14 hp/day

PROFICIENCIES

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

LANGUAGES

Common, Elven, Gnome