

Mão

CHARACTER		PLAYER	
Catfolk	Medium Female	5'1" 115 lb black	yellow fur
RACE & LA	SIZE GENDER	HEIGHT WEIGHT HAIR	EYES SKIN
17 Lawful Neutral	Yaezhing, Minister of Blood	Forest of Spirits, Tian Xia	
AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPATION		

LANGUAGES: Common, Catfolk, Tien, Kitsune, Tengu



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16		2	
DEX	24	7	18	2	2	2
CON	12	1	12			
INT	16	3	16			
WIS	10	0	12	-2		
CHA	17	3	15	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
72	72	10	Ninja	7	110		3	7	3	10
TOTAL HP			TOTALS							
72			7 110 0 3 7 3 10							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	6	0	7	2				
TOUCH	19	-10+			7	2				
FLAT-FOOT	16	-10+	6	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	16	7	7			2
WILL	3	3	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	7		4		
RANGED	14	7		7		
CMB	14	7	DEX	7		
CMD	30	-10+	B7B	DODGE & DEFLECT 2	STR & BEL 1	



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 9		7		2
* APPRAISE	INT 7	1	3	3	
* BLUFF	CHA 7	1	3	3	
* CLIMB *	STR 17	10	4	3	
* CRAFT: Sculpture	INT 7	1	3	3	
* DIPLOMACY	CHA 7	1	3	3	
* DISABLE DEVICE *	DEX 20	10	7	3	
* DISGUISE	CHA 10	1	3	3	3
* ESCAPE ARTIST *	DEX 20	10	7	3	
* FLY *	DEX 7		7		
* HANDLE ANIMAL	CHA		3		
* HEAL	WIS 0		0		
* INTIMIDATE	CHA 16	10	3	3	
* KN: local	INT 16	10	3	3	
* KN: nobility	INT 16	10	3	3	
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* KN:	INT		3		
* LINGUISTICS	INT 7	1	3	3	
* PERCEPTION	WIS 15	10	0	3	2
* PERFORM:	CHA 7	1	3	3	
* PROF: Acupuncturist	WIS 4	1	0	3	
* RIDE *	DEX 7		7		
* SENSE MOTIVE	WIS 13	10	0	3	
* SLEIGHT OF HAND *	DEX 20	10	7	3	
* SPELLCRAFT	INT		3		
* STEALTH *	DEX 29	10	7	3	9
* SURVIVAL	WIS 5		0		5
* SWIM *	STR 6	1	4	3	-2
* USE MAGIC DEVICE	CHA 7	1	3	3	
* STR					
* STR					
* STR					
* STR					
* STR					

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Catfolk (ARG-91)	Black Cat force foe to reroll hit at -4 (1/day) (ARG)
low light vision	Precise Strike: flank w/ another extra 1d6 dam (APG)
Cat's Luck (Ex) roll reflex twice (1/day)	Paired Opportunists +4 attacks of opportunity
Natural Hunter +2 perception, stealth, survival	Outflank - +4 bonus on attack rolls when flanking
Sprinter +10' charging/running	Swap Places - swap places w/ adjacent ally
Cat's Claws - claw attacks 1d4	Improved Critical - katana - double critical range
Class: Ninja (UC-13) HD: d8, skills 8+Int Mod	Vital Strike double damage one attack
Weapon Prof: Simple Weapons+, Armor Prof: Light only	Catfolk Exemplar - gain scent ability, detect 30'
Poison Use - Trained, can't poison self	
Sneak Attack - extra x=5d6 dam	
Ki Pool (Su) lvl/2+Cha Mod = 8	
- extra attack, extra 20' move, or +4 stealth	
No Trace (Ex) +3 survival, disguise & stealth	
Uncanny Dodge (Ex) - don't lose Dex bonus to AC	Master Tricks
Light Steps (Ex) - full round move double speed, ignore terrain	Improved Uncanny Dodge (Ex) - can't be flanked

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor: ninja shozoko of the catfolk +5	6			0	Lt	0.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
katana of the Catfolk +3	+11+3	1d8+4+3	15-20,x2		S	6.0	deadly
kusarigama	+11	1d3/1d6+4	20,x2		S,B	3.0	double, trip,grapple
shuriken of the ninja bombardier +3	+14+3	1d2+4+3	20,x2	20	P	0.5	
claws (2)	+11	1d4+4	20,x2		S		

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	7	=	7	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Ninja Tricks			
Bleeding Attack — Living opponent damaged by sneak attack also bleeds			
Smoke Bomb — Expend 1 ki point to throw bomb creating 15' radius smoke cloud			
Poison Bomb - Add inhaled poison to smoke bomb			
Choking Bomb - Creatures affected by smoke bomb are staggered			
Blinding Bomb - Creatures in smoke bomb cloud save or blinded, DC=10+lvl+ChaMod			
Deadly Range — Increase range of dealing sneak attack damage by 10 feet			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	kusarigama			
	inhaled poison - Nightmare Vapor (10 charges)			
	- Save Fortitude DC 20 Frequency 1/rnd for 6 rnd			
	- Effect 1 Wis dam & confused for 1 round;			
	- Cure 2 consecutive saves			

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	Ring of Cat-like Agility			
	+2 Dex, +2 Reflex, +2 AC (dodge), +2 acrobatics, -2 swim			
	works on catfolk and feline humanoids only			
	ninja shozoko of the catfolk +5 AC			
	- black (as invisible in darkness), +4 stealth			
	katana of the Catfolk +3			
	- double final damage when used in sneak attacks			
	shuriken of the ninja bombardier (6) +3			
	attach smoke bomb ninja trick to shuriken			
	- swap out blinded with deafened or mute effect			
	- range = 20			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
9.5	0.0	0.0		9.5

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303		303	606	1515
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>