

**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			



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	16	3	16			
<b>DEX</b>	20	5	18	2		
<b>CON</b>	12	1	12			
<b>INT</b>	16	3	16			
<b>WIS</b>	10	0	12	-2		
<b>CHA</b>	17	3	15	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	9	1	Ninja	0	11		0	2	0	1
TOTAL HP			TOTALS							
9			0 11 0 0 2 0 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	18	-10+	3	0	5					
<b>TOUCH</b>	15	-10+			5					
<b>FLAT-FOOT</b>	13	-10+	3	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	1	0	1			
<b>REF</b>	7	2	5			
<b>WILL</b>	0	0	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	3	0		3		
<b>RANGED</b>	5	0		5		
<b>CMB</b>	5	0	DEX	5		
<b>CMD</b>	18	-10+	BOB	0	STR & DEX	8



**FEATS & 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)

Natural Hunter +2 perception, stealth, survival

Sprinter +10' charging/running

Cat's Claws - claw attacks 1d4

Class: Ninja (UC-13) HD: d8, skills 8+Int Mod

Weapon Prof: Simple Weapons+, Armor Prof: Light only

Poison Use - Trained, can't poison self

Sneak Attack - extra x=1d6 dam

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	5		5		
<input checked="" type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	3		3		
<input checked="" type="checkbox"/> CLIMB *	STR	7	1	3	3	
<input checked="" type="checkbox"/> CRAFT:	INT	3		3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	3		3		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	9	1	5	3	
<input checked="" type="checkbox"/> DISGUISE	CHA	3		3		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	9	1	5	3	
<input type="checkbox"/> FLY *	DEX	5		5		
<input type="checkbox"/> HANDLE ANIMAL	CHA			3		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	7	1	3	3	
<input checked="" type="checkbox"/> KN: local	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: nobility	INT	7	1	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input checked="" type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3	2
<input checked="" type="checkbox"/> PERFORM:	CHA	3		3		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3	
<input checked="" type="checkbox"/> RIDE *	DEX	5		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	9	1	5	3	
<input type="checkbox"/> SPELLCRAFT	INT			3		
<input checked="" type="checkbox"/> STEALTH *	DEX	11	1	5	3	2
<input type="checkbox"/> SURVIVAL	WIS	2		0	2	
<input checked="" type="checkbox"/> SWIM *	STR	3		3		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5		15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
katana	+3	1d8+3	18-20,x2		S	6.0	deadly
kusarigama	+3	1d3/1d6+3	20,x2		S,B	3.0	double, trip,grapple
shuriken	+5	1d2+3	20,x2		P	0.5	
claws (2)	+3	1d4+3	20,x2		S		

