

BP remaining 18

Name:	Miko Miko-chan			Class:	Martial Artist 3, Priest 3		
Race:	Human	Size:	M	Age:	13	Gender:	M
Height:	4' 9"	Weight:	100	Eyes:	Green	Hair:	Black
EXP:	68	Next Level	70	Hit Max	118	HP	118
Mana Max	24	Mana	24	Chi Max	30	Chi	30
Reputation	3 G 1 B	Element A	Fire	Alignment	CW	Comedy A	Semi

Element A = Element Alignment Comedy A = Comedy Alignment

Stats	Score	Bonus	Boosted Bonus	Temp Mod
Strength STR	8	-1	(10)	0
Dexterity DEX	12	1	(14)	2
Constitution CON	12	1		
Intelligence INT	17	3		
Wisdom WIS	9	-1		
Charisma CHA	12	1		
Initiative	Total	MOD	Bonus	
1d20 +	2	= 2	+	



Save	Total	Mod	Class	Bonus
Fort Constitution		= 1	+ 2	+ 2
Reflex Dexterity		= 0	+ 4	+
Will wisdom		= -2	+ 4	+

Defense Type	Total	Armor	Class	DEX MOD	Bonus	Temp Bonus
AC	17	=	+ 4	+ 1	+ 10	2
Touch AC	13	=	N/A	+ 1	+ 10	2
Flat Footed	17	=	+ 4	+ N/A	+ 10	2
Damage Reduction		=	+ 4	+ 1	+ 10	2
Elemental Resist	5 fire	=	+ 4	+ 1	+ 10	2

BAB	4		Melee Attack		Range Attack	
Weapon	Attack #	Damage	Crit. Range	Range	Type	Special
Foot	4	3d6 (+2)	X2	N/A	Bash	

Ammo type	Ammo Amount	Damage Type	Special

Jewels	Treasure	Other
Debt for temple 199,600,000		

Racial Abilities:
4 skill points at 1 st , 1 each level bonus feat at 1 +1 stat every 5 levels

Class Abilities:
Lay on Hands - priest level+ Wisdom Mod (current 2) Friendly Face - +4 to social rolls lasts 1 round per level 1/day Unarmed Attack Chi Armor Goblin Punch

Purchased Abilities:
Feat of Strength 1/day (add Strength score total not mod for next round) Danger Sense (reroll notice) Focus Damage 1/day (add level to attacks for 1 round) Sutra User 1/day (see page 79) See opening 1/day (can attack targets Flat footed AC) Cheap Shot (on bluff success next attack is x2 to target)

Tiers Abilities:
Tier 1 Abilities: Lick Wounds (heal self 18 HP 1/day)
Tier 2 Abilities: Eye of the Hawk (+10 Notice) Exoskeleton (+2 natural AC)
Tier 3 Abilities: Eagle Claw (+1d6 unarmed) Sympathy Touch (+5 Handle Animal) Stoutness of Boar (+2 Fort and +1 HP level)
Tier 4 Abilities:
Tier 5 Abilities:
Tier 6 Abilities:

Feats:
Cute Empower Technique Goblin Punch (x2 power for double chi) +3d6 [5 chi] Psychological Warfare Fist of Iron

Skill	Stat	MOD		Ranks		Tool Bonus		Synergy Bonus		Bonus		Total
Acrobatics*	DEX	1	+	30	+		+		+		=	31
Animal Empathy*	CHA	1	+		+		+		+		=	
Appraise*	INT	3	+		+		+		+		=	
Bluff*	CHA	1	+	30	+		+		+	-2	=	29
Climb*	STR	-1	+	30	+		+		+		=	
Concentration*	CON	1	+		+		+		+		=	
Control Shape	CON	1	+		+		+		+		=	
Craft*	INT	3	+		+		+		+		=	
Craft*	INT	3	+		+		+		+		=	
Craft*	INT	3	+		+		+		+		=	
Craft*	INT	3	+		+		+		+		=	
Craft*	INT	3	+		+		+		+		=	
Demolitions	WIS	-1	+		+		+		+		=	
Decipher Script*	INT	3	+		+		+		+		=	
Diplomacy*	CHA	1	+	30	+		+		+	-2	=	29
Disable Device	WIS	-1	+		+		+		+		=	
Disguise	CHA	1	+	7	+		+		+		=	8
Drive	DEX	1	+		+		+		+		=	
Escape Artist	DEX	1	+		+		+		+	6	=	
Forgery	INT	3	+		+		+		+	6	=	9
Gamble	CHA	1	+		+		+		+		=	
Gather Info	INT	3	+		+		+		+	-5	=	-2
Intimidate*	CHA	1	+		+		+		+	-2	=	-1
Jump*	STR	-1	+		+		+		+	6	=	
Knowledge Area	INT	3	+		+		+		+		=	
Knowledge Astrology*	INT	3	+		+		+		+		=	
Knowledge Biology *	INT	3	+		+		+		+		=	
Knowledge Foreign Culture	INT	3	+		+		+		+		=	
Knowledge Geography	INT	3	+		+		+		+		=	
Knowledge History *	INT	3	+		+		+		+		=	
Knowledge Law	INT	3	+		+		+		+		=	
Knowledge Mechanics	INT	3	+		+		+		+		=	
Knowledge Military Sciences	INT	3	+		+		+		+		=	
Knowledge Nature	INT	3	+		+		+		+		=	
Knowledge Occult*	INT	3	+	7	+		+		+		=	10
Knowledge Poisons*	INT	3	+		+		+		+		=	
Knowledge Religion*	INT	3	+		+		+		+	6	=	7
Martial Arts*	STR	-1	+		+		+		+		=	
Medical *	WIS	-1	+		+		+		+		=	
Navigate	INT	3	+		+		+		+		=	
Notice*	WIS	-1	+		+		+		+	10	=	9
Open Lock	WIS	-1	+		+		+		+		=	
Perform Dance*	CHA	1	+		+		+		+	1	=	2
Perform*	CHA	1	+		+		+		+	-5	=	-4
Pick Pocket	DEX	1	+		+		+		+		=	
Pilot	DEX	1	+		+		+		+		=	
Profession Shrine Maiden*	WIS	-1	+	30	+		+		+		=	29
Profession*	WIS	-1	+		+		+		+		=	
Profession*	WIS	-1	+		+		+		+		=	
Profession*	WIS	-1	+		+		+		+		=	
Profession*	WIS	-1	+		+		+		+		=	
Read lips	INT	3	+		+		+		+		=	
Repair	INT	3	+		+		+		+		=	
Ride	DEX	1	+		+		+		+		=	
Search	WIS	-1	+		+		+		+		=	
Seduction	CHA	1	+		+		+		+	-5	=	-4
Stealth*	DEX	1	+		+		+		+	-5	=	-4
Streetwise	INT	3	+		+		+		+		=	
Survival	WIS	-1	+		+		+		+		=	
Swim*	STR	-1	+		+		+		+		=	
Taunt*	CHA	1	+	10	+		+		+	-2	=	9
Use Rope*	DEX	1	+		+		+		+		=	
Use Magic Device*	CHA	1	+	30	+		+		+		=	31

* = Marked as Cross class skills 1/2 level in max ranks

Quirks and Defects:

Hit the Weights
Cardio Workout
Great Wisdom
Wears Drag
Debt
Dependant Family
Family Heirloom

Items:

Magic Staff (just looks magical)
Magical Girls outfit (The flowing skirt armor of a magic girl)
Shorts
Sandals
T-shirt
Boxers
Hair Bow

Magic Types Known:
Transformation Magical Girl Miko-Chan Grants +20 social rolls, +2 STR and Dex (lvl in minutes) 1/day
No Magical Schools Known at this time

Spell / Technique	Level	Magic Type	Cost	Range	Rounds	DC	Effect

Character Background:	

Guild:		Place of Living:	
Home Town:		Cost of Home Upkeep:	
Reputation Score:		Nickname:	
Character Picture:			