NAME Mischa the Slinky
Race Koneko/Catgirl Gender F
Handedness R Height 5'2" Weight 115#
Description
markings Age 21
Distinctive Features Fluffy around the neck, long tail, calico markings
Gods/Religion
Profession Bodyguard, pet

STR	15	Effort roll	75 %
CON	16	Stamina roll	75 %
SIZ	8	Damage Bonus	-
INT	14	Idea roll	70 %
POW	11	Luck roll	55 %
DEX	21	Agility roll	105 %
CHA	20	Charisma roll	100 %
EDU	3	Scholastic roll	15 %

HP 20

MP 11

COMMUNICATION (INT+CHA) (34)

Bargain (10%)	44
Charm/Enchant (05%)	39
Courtly Graces (05%)	39
Disguise/Act (05%)	39
Fast Talk/Lie (20%)	73
Oratory/Public Speak (05%)	39
Persuade/Intimidate (05%)	55
Sing (20%)	54
Seduction	65
Con	68

MANIPULATION (INT+DEX) (35)

Cooking (25%)	60
Driving (20%)	55
Mechanics (00%)	45
Operate Airship (00%)	00
Pick Lock (00%)	43
Gambling (10%)	45
Sailing (10%)	45
Scribe (00%)	00
Set/Disarm Trap (05%)	66
Sleight of Hand (05%)	76
Stealth (10%)	63
Torture (05%)	67
Craft (00%)	00
Play Instrument (00%)	00

KNOWLEDGE (INT+EDU) (17)

Alchemy (00%)	00
Architecture/Engineering (00%)	00
Business/Administration (00%)	00
Evaluate (10%)	27
History/Folklore (25%)	42
Medicine/Surgery (00%)	00
Nature/Survival (25%)	55
Navigate (05%)	22
Own Language (40%) Koneko	57
Physick/First Aid (10%)	27
Research (00%)	00
Science (00%)	00
Tame/Train (00%)	00
Language (00%) Midgrad	44
Lore (00%) Underworld	22

PERCEPTION (INT+POW) (25)

Alertness (15%)	40/60
Listen (25%)	62
Search (20%)	45
Taste/Smell (10%)	35
Track (05%)	58

PHYSICAL (CON+DEX) (37)

Acrobatics/Jumping (20%)	76
Climb (25%)	62
Dance (10%)	47
Farming (35%)	52
Mining (05%)	42
Ride (10%)	47
Smithing (00%)	00
Swim (25%)	62
Axe/Mace Combat (20%)	68
Spear/Pole Arm Combat (15%)	52
Sword/Dagger Combat (10%)	47
Unarmed Combat (25%)	81
Bow Archery (10%)	47
Crossbow Archery (20%)	57
Guns/Black Powder (00%)	00
Thrown Weapon/Sling (25%)	72

WEAPON	ROLL	DAMAGE	HP, RANGE, etc.
Mystical Mace	68	1d8+8	32
Iron Cat's Claw	81	1d6+1	Two attacks, 10
Shuriken	72	1d3	1d6 hits, 20'

SHIELD	PROT

ARMOR	PROT
Natural fur	1
Aegis Ring	6

Roll	Crit	Spe	Fum
01-05	01	01	96
06-10	01	02	96
11-15	01	03	96
16-20	01	04	96
21-25	02	05	97
26-30	02	06	97
31-35	02	07	97
36-40	02	08	97
41-45	03	09	98
46-50	03	10	98
51-55	03	11	98
56-60	03	12	98
61-65	04	13	99
66-70	04	14	99
71-75	04	15	99
76-80	04	16	99
81-85	05	17	00
86-90	05	18	00
91-95	05	19	00
96-100	05	20	00
101-105	06	21	00
106-110	06	22	00
111-115	06	23	00
116-120	06	24	00

TALENTS/POWERS/SPELLS

Hit points +6
Night Vision
Radar ears
Cat's tongue
Lucky - reroll any one save once p adv

EQUIPMENT/NOTES

Mystical Mace - +8 damage, 32HP, ???
Aegis Ring - Armor protection +6 while worn on finger
2 Healing Elixer (2d6)
Siren Stud +20% alertness
Clockwork Mouse, simple commands, 2 minute per rewind
Feather Wand, Cosmetic Kit, Stage Makeup, Black Leather Bikini, comb
bottle of expensive perfume, disguise kit, fur lined handcuffs, kimono,
lollipop, torture kit, studded leather collar, sexy knee-high boots
silvered hand mirror, pretty painted fan, fur-lined cloak, silk scarf
bedroll, flint and tinder, long hemp rope, skin cheap wine