

## Hai Linh Mai (cohort)

Female human (Tian-Min) ninja 13 - CR 12

True Neutral Humanoid (Human); Deity: **Calistria**; Age: **18**;  
Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>20</b>	<b>+5</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+13</b>	=	<b>+8</b>	<b>+5</b>			
<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+4</b>				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>18</b>	=	<b>+4</b>		<b>+3</b>			<b>+1</b>	
<b>Touch AC</b>	<b>14</b>								
<b>CM Bonus</b>	<b>+10</b>	=	<b>+9</b>		<b>+1</b>		-		-

			BAB	Strength	Dexterity	Size
CM Defense	26	= 10	+9	+1	+5	-

	Total	Damage / Current HP
<b>HP</b>	<b>120</b>	
Grazed	<b>90</b>	Critical <b>30</b>
Wounded	<b>60</b>	Disabled <b>0 to -3</b>
<b>Base Attack</b>	<b>+9</b>	

**Initiative** **+5**

**Speed** **30 / 20 ft**

### +1 agile voidglass wakizashi

Main hand: **+16/+11**, **1d6+7** Crit: 18-20/x2  
Main w/ offhand: **+12/+7**, **1d6+7** Light, P/S, Deadly  
Main w/ light off: **+14/+9**, **1d6+7**  
Offhand: **+14/+9**, **1d6+4**

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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+18</b>	DEX (5)	<b>13</b>	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+4</b>	INT (0)	<b>1</b>	
<b>Bluff</b>	<b>+11</b>	CHA (2)	<b>6</b>	
<b>Climb</b>	<b>+9</b>	STR (1)	<b>8</b>	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	<b>1</b>	
<b>Disable Device</b>	<b>+20</b>	DEX (5)	<b>13</b>	
<b>Disguise</b>	<b>+12</b>	CHA (2)	<b>3</b>	
<b>Escape Artist</b>	<b>+18</b>	DEX (5)	<b>13</b>	
<b>Fly</b>	<b>+2</b>	DEX (5)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
Antidote kit : +3 circumstance bonus to treat poison				
<b>Intimidate</b>	<b>+6</b>	CHA (2)	<b>1</b>	
<b>Linguistics</b>	<b>+4</b>	INT (0)	<b>1</b>	
<b>Perception</b>	<b>+20</b>	WIS (0)	<b>13</b>	
<b>Perform (dance)</b>	<b>+10</b>	CHA (2)	<b>5</b>	
<b>Perform (wind instruments)</b>	<b>+8</b>	CHA (2)	<b>3</b>	
<b>Ride</b>	<b>+2</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+10</b>	WIS (0)	<b>5</b>	
<b>Sleight of Hand</b>	<b>+18</b>	DEX (5)	<b>13</b>	
<b>Stealth</b>	<b>+23</b>	DEX (5)	<b>13</b>	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>+5</b>	STR (1)	<b>4</b>	
<b>Use Magic Device</b>	<b>+6</b>	CHA (2)	<b>1</b>	

## Feats

Alertness  
Armor Proficiency (Light)  
Deadly Aim -3/+6  
Dodge  
Extra Ki  
Improved Two-Weapon Fighting  
Simple Weapon Proficiency - All  
Two-Weapon Fighting  
Weapon Finesse  
Weapon Focus (Wakizashi)

## Special Abilities

Assassinate (DC 18) (Ex)  
Deadly Shuriken (Ex)  
Improved Uncanny Dodge (Lv >= 17) (Ex)  
Invisible Blade (Su)  
Ki Attack Speed (Su)  
Ki Jump (Running Start, 1/2 DC) (Su)  
Ki Movement (Su)  
Ki Pool (10/day) (Su)  
Ki Stealth (Su)  
Light Steps (Ex)  
No Trace +4 (Ex)  
Poison Use  
Pressure Points (Su)  
Sneak Attack +7d6

## Nunchaku

Main hand: **+14/+9, 1d6+1** Crit: x2  
 Main w/ offhand: **+10/+5, 1d6+1** Light, B, Disarm,  
 Main w/ light off: **+12/+7, 1d6+1**  
 Offhand: **+12/+7, 1d6**

## Shuriken

Ranged: **+14/+9, 1d2+1** Crit: x2  
 Ranged w/ offhand: **+10/+5, 1d2+1** Rng: 10'  
 Ranged w/ light off: **+12/+7, 1d2+1** Light, P, Monk  
 Ranged offhand: **+12/+7, 1d2**

## +1 shadow studded leather

**+4** Max Dex: +5, Armor Check: -  
 Spell Fail: 15%, Light

## Leather armor

**+2** Max Dex: +6, Armor Check: -  
 Spell Fail: 10%, Light

## Gear

**Total Weight Carried: 65/150 lbs, Medium Load**  
**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

+1 agile voidglass wakizashi	2 lbs
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+1 shadow studded leather	20 lbs
Antidote kit (10 uses) <In: Bag of holding I (42 @	3 lbs
Backpack, masterwork (1 @ 15 lbs)	4 lbs
Bag of holding I (42 @ 50.58 lbs) <In: Backpack,	15 lbs
Bandolier (13 @ 4 lbs)	-
Baneberry x2 <In: Bag of holding I (42 @ 50.58 lbs)>	-
Belt pouch (1 @ 1.08 lbs) <In: Bag of holding I (42	0.5 lbs
Caltrops <In: Bandolier (13 @ 4 lbs)>	2 lbs
Chalk x10 <In: Bandolier (13 @ 4 lbs)>	-
Flint and steel <In: Bandolier (13 @ 4 lbs)>	-
Grappling hook <In: Bag of holding I (42 @ 50.58	4 lbs
Hazemind concentrate <In: Bag of holding I (42 @ 50.58	-
Id moss <In: Bag of holding I (42 @ 50.58 lbs)>	-
Indigo dreams <In: Bag of holding I (42 @ 50.58 lbs)>	-
Leather armor	15 lbs
Liquid persuasion <In: Bag of holding I (42 @ 50.58 lbs)>	-
Mess kit <In: Bag of holding I (42 @ 50.58 lbs)>	1 lb
Mirror <In: Bag of holding I (42 @ 50.58 lbs)>	0.5 lbs
Money <In: Belt pouch (1 @ 1.08 lbs)>	1.08 lbs
Nunchaku <In: Bag of holding I (42 @ 50.58 lbs)>	2 lbs
Piton x10 <In: Bag of holding I (42 @ 50.58 lbs)>	0.5 lbs
Poison pill ring <In: Bag of holding I (42 @ 50.58 lbs)>	-
Pot <In: Bag of holding I (42 @ 50.58 lbs)>	4 lbs
Rope <In: Bag of holding I (42 @ 50.58 lbs)>	10 lbs
Shuriken x30	0.1 lbs
Soap <In: Bag of holding I (42 @ 50.58 lbs)>	0.5 lbs
Thieves' tools, masterwork <In: Bandolier (13 @ 4	2 lbs
Torch x10 <In: Bag of holding I (42 @ 50.58 lbs)>	1 lb
Trail rations x5 <In: Bag of holding I (42 @ 50.58 lbs)>	1 lb
Waterskin <In: Bag of holding I (42 @ 50.58 lbs)>	4 lbs

## Experience & Wealth

Current Cash: **48 gp, 6 sp**  
 Reputation: **Fame: 15, PP: 15, 200 miles.**

## Special Abilities

Vanishing Trick (Su)

## Spell-Like Abilities

Shadow Clone (Su)

## Tracked Resources

Antidote kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Baneberry	<input type="checkbox"/> <input type="checkbox"/>
Hazemind concentrate	<input type="checkbox"/>
Id moss	<input type="checkbox"/>
Indigo dreams	<input type="checkbox"/>
Ki Pool (10/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Liquid persuasion	<input type="checkbox"/>
Shuriken	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Minkaian
Elven	Tien

## Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Poison pill ring (equipment)
- **Alchemy Manual** - Liquid persuasion (equipment)
- **Dragon Empires Gazetteer / Dragon Empires Primer** - Tian-Min (race option)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Familiar Folio** - Hazemind concentrate (equipment)
- **Guide to the River Kingdoms** - Baneberry (equipment)
- **Hell's Rebels / Pathfinder Society Field Guide** - Agile (item power)
- **Jade Regent / Ultimate Combat / Ultimate Equipment** - Wakizashi (weapon)
- **Ultimate Combat** - Assassinate (special ability); Deadly Shuriken (special ability); Invisible Blade (special ability); Ninja (class); Pressure Points (special ability); Shadow Clone (special ability); Vanishing Trick (special ability)
- **Ultimate Equipment** - Antidote kit (equipment); Bandolier (equipment); Indigo dreams (equipment); Mess kit (equipment)