## MELLINGHAN

o Minja maman	noutrai minja					30 h
	alignment favored class et	hnicity	The state of the s		A STORY	May "
ability score total mod		armor class total	it which has	Li ilk.	as it it	
STR strength 14 +2	HP 48 / 48	AC armor class	MOVE movement rate	30	LIGHT encumberance	58
DEX dexterity 20 +5	INIT +7	TOUCH armor class	AGE young adult	26	MED encumberance	116
CON 16 +3	EXP experience	FLAT-FOOTED armor class	HEIGHT tall for race	5-8"	HEAVY encumberance	176
INT 11 +0	FORT +5 +1	+4 CMB combat maneuver +5	WEIGHT thin for race	110	LIFT overhead	176
WIS wisdom 8 -1	REF +10 +4	+6 CMD 20	GEAR carried weight	?	LIFT off the ground	352
CHA 17 +3	WILL +2 +1	+1 KI 5	TOTAL if carried	?	DRAG push or drag	880
weapone & attacke	attack damage	range crit				

weapons & allacks	attack	uarriage	range	CIIL
kukri 1	+6	1d4+2	9	18-20
kukri 2	+6	1d4+2	-	18-20
dart	+5	1d4+2	20′	x2

	SKIL	LS		armor penalty		
A RELIGION OF		total	ranks	class	ability	misc
acrobatics	dex	13	5	3	5	
appraise	int	0		-		
bluff	cha	3		-	3	
climb		10	5	3		
craft: alchemy	int	0		-		Arri
diplomacy	cha	3		_	3	
disable device	dex	9	1	3	5	
disguise	cha	11	4	3	3	1
escape artist	dex	13	5	3	5	
heal	wis	1			-1	2
intimidate	cha	3		-	3	
knowledge: local	int	8	5	3		
knowledge: nobility	int	0		-		
perception	wis	7	5	3	-1	
ride	dex	5			5	-
sense motive	wis	7	5	3	-1	
sleight of hand	dex	13	5	3	5	1
stealth	dex	18	5	3	5	5
survival	wis	-1	300	200	-1	19-1
swim	str	2		-	2	



Outside the game, Meilin is the wife of Gordon Chan, leader of the Crimson Blades, a Hong Kong triad.

Pampered and spoiled, Meilin plays on US servers which are more cooperative, and thus unprepared for her cut-throat style of play.

Always out for herself, Meilin has the morals of a snake. However, Meilin is no fool, and can be trusted, to a point, so long as her interests are consistently advanced. In the Chinese under world, sacrifice is something other people do'

Behind her back, many of the other gamers refer to Meilin as "Chinglish", making fun of her accent and lack of English fluency.

Meilin is quite intelligent, but spoiled and tends to take the easy path. She knows how to get others to do what she wants however, a skill that comes in quite handy.



## **FEATS & FEATURES**

ninja ki: cha based, jump as running start ninja trick: vanish (5 rnd), finesse roque no trace, +1 stealth if still, poison use sneak attack (3d6), uncanny dodge feats: blade parry, lightning strikes

two weapon fighting, combat reflexes weapon finesse

traits: carefully hidden, reactionary maneuvers: child of shadow (1), Isle of blades (1), cloak of deception (2)

NINJA KI: The number of points in the ninja's ki pool is equal to 1/2 her ninja level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. The ki pool is replenished each morning after 8 hours of rest or meditation.

NO TRACE: The DC to track you increases by +1. Your training gives you a +1 insight bonus on opposed Stealth checks whenever you are stationary and take no action for at least 1 round.

CAREFULLY HIDDEN (Race: Human): +1 trait bonus to Will saves and a + 2 trait bonus to saving throws versus divination effects.

CHILD OF SHADOW (Stance) - Gain concealment when moving. ISLAND OF BLADES (Stance) - Adjacent allies count as flanking.

CLOAK OF DECEPTION (Boost) - Gain Adv Invisibility until end of turn as a swift action.

BLADE PARRY -- 2 per parry. Beat att roll +5 for no dam, +0 for weapon 1/2 dam, -5 weapon x1 me x1/2, -10 weapon x2 me x1 LIGHTNING STRIKES - x2 attacks for 1/2 damage

