



Yuriko Mahoroba

Lawful Good Human female, 26 years old – Epic character level 21
 4th Cleric [War, Knowledge, Travel], 2nd Fighter, 5th Divine Champion, 10th Sacred Fist
 5' 7" tall, 127 lbs. heavy, short black hair, pale

Strength	18	+4	+6	28
Dexterity	15	+1	+6	22
Constitution	15	+1	+6	22
Intelligence	10			10
Wisdom	18	+5	+5	34
Charisma	8		+4	12

Misc

HP 118 (boosted 244)	Base move 60	Initi. +10
AC 10 (flatfooted 19)	(touch 16)	(normal 25) (hasted +4)

Saves

Fort	+24	Ref	+25	Will	+27
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Feats

Alertness (human bonus 1st level), *Improved Unarmed Strike* (1st level), *Weapon Focus: Unarmed Combat* (War domain), *Combat Reflexes* (3rd level), *Power Attack* (bonus 1st Fighter), *Deflect Arrows* (6th level), *Luck of Heroes* (9th level), *Roundabout Kick* (12th level), *Flying Kick* (15th level), *Fists of Iron* (18th level), *Improved Initiative* (bonus 2nd Divine Champion), *Improved Critical: Unarmed Combat* (bonus 4th Divine Champion), *Combat Casting* (bonus 2nd Sacred Fist), *Holy Strike* (Epic), *Dodge* (bonus 2nd Fighter)

Class and Race abilities:

Class: Code of Conduct (does not use weapon or spells as weapon, does not use shield), **Flurry attack** (Ex), **Free domain: Travel**, **Puissant fists** (Su) +4, **Evasion** (Ex), **Uncanny dodge** (Ex) (Dex bonus to AC, can't be flanked), **Blindsight 30'** (Ex), **Sacred Flame** (Sp) (standard action, invoke sacred flames with damage 1d6 + Wisdom + sacred class level [max 1d6+15] half fire and half sacred energy), **No Shadow Blows** (Ex) (add positive Wis modifier to attack and damage), **Inner Armor** (Ex) (+4 concentration bonus to AC, +4 resistance bonus to all saves [increase Fort +4 – Ref and Will have resistance bonus +6 from items], spell resistance equal to class level for a number of rounds equal to Wis modifier, usable number of times equal to class level), **Travel Domain: 1 round per cleric level per day you can act normally regardless of magical effects that impede movement**, **Knowledge Domain: All divinations are at +1 caster level and all Knowledge skills are class skills**, **Lay on Hands** (Sp) (1 point of damage per divine champion level), **Sacred Defense** (+2 st vs divine spells, spell like abilities and supernatural abilities of outsiders), **Smite Infidel** (Su) (smite once / day +cha bonus to hit, +divine champion level to damage), **Divine Wrath** (Su) (+3 to attack rolls, damage rolls and saving throws for a number of rounds equal to Cha bonus, damage reduction 5/-, usable once per day, free action to invoke)

Special: Foot and Fist Mastery (+10 competence bonus to Balance, Jump, Tumble)

Prepared Spells (Cleric 0: 5 | 1: 3+1 | 2: 2+1) (Sacred Fist 1: 2 | 2: 2 | 3: 5 | 4: 4) bonus 1: +3 | 2: +3

0:	Cleric – create water, detect magic, detect poison, mending, purify food and drink
1:	Cleric – bless, cure light wounds, deathwatch Sacred Fist – entropic shield, shield of faith Domain – expeditious retreat
2:	Cleric – consecrate, find traps, make whole Sacred Fist – resist elements, speak with animals Domain – locate object
3:	Sacred Fist – cure serious wounds, invisibility purge, negative energy protection, removed disease, water walk Domain – fly
4:	Sacred Fist – death ward, neutralize poison, restoration, tongues Domain – dimension door

Magical Items:

110 000	Tome of Strength +4	137 500	Tome of Wisdom +5	150 000	Amulet of Mighty Fists +5
27 500	Tome of Dexterity +1	27 500	Tome of Constitution +1	36 000	Sash of Strength +6
36 000	Hairband of Wisdom +6	36 000	Ring of Dexterity +6	36 000	Ring of Constitution +6
5 500	Wings of Flying	16 000	Bracers of Charisma +4		
17 000	Tabi slippers of striding and springing, speed, elvenkind				
121 350	Shadowshell, +5 shadow(+1) medium fortification (+3) mithral masterwork partial armor of Agility [+6 resistance Reflex save] (+18k) and Will [+6 resistance Will save] (+18k) (+4 armor, +6 max Dex, -0 ACP)				
3 650	Unspent				

Attack sequences [attack bonus | crit range and multiplier | damage and special notes]:

Unarmed Strike +47 / +42 / +37 / +32 | 19-20 x2 | 1d12 +26 [+1d4 Fists of Iron], +2d6 Holy damage [blessed]

Skills [+bonus (ranks) skill]:

+28 (10)	Balance	+15 (5)	Concentration	+6	Escape Artist
+29 (17)	Heal	+18 (2)	Hide	+31 (10)	Jump
+5	Knowledge: Religion	+15 (1)	Listen	+17 (1)	Move Silently
x3	Speak Language	+25 (11)	Spot	+31 (13)	Tumble
+18 (6)	Wilderness Lore				