

Name: Mitchell Christian Gender: Male
 Class: Manager 4 Gimmick: Cocky Manager
 Character Level: 4 Weight: 224 (Heavyweight)
 Experience points: 6,000 Attitude: Neutral
 Training Background: Legacy

Abilities/Modifier	Other	Saves
Strength: 8 / -1	Base Attack Bonus: +1	Fortitude: 1
Dexterity: 12 / 1	Endurance: 48	Reflex: 1
Constitution: 12 / 1	Trauma: 12	Will: 1
Intelligence: 10 / 0	Lift DC: 10	
Wisdom: 16 / 3	Weight Damage/End cost: -	
Charisma: 16 / 3	Reputation: +4	
	Appearances: 3	

Talents/Special Abilities

Lucky – Once per show force any player (including yourself) to reroll any d20 rolled (except automatic successes or failures). Choose which roll to keep.

Mouthpiece – up to 3 other superstars may appear with Mitchell Christian (or interfere in his matches) without spending an appearance as long as Mitchell spends one of his own.

Interference – Spend up to 8 END to add up to +4 on either distract, Slight of Hand or Dex roll to flee a pursuer.

+1 to all Simple maneuvers (Focus), +2 to illegal maneuvers (Cheap Shot Artist)

+1 to Escape pinfalls and submissions (Escape Artist)

Feats

Simple and Savvy Maneuvers proficiency

Savant (non-proficiency penalties are -2 not -4)

Maneuver Focus Simple

Cheap Shot Artist (+2 to avert ref attention or avoid DQ, +2 to hit on illegal maneuvers)

Skills:	Modifier (Ranks+Ability+Misc)	Modifier (Ranks+Ability+Misc)
Balance (Dex)	1 (0+1+0)	Knowledge Roster (Int) 5(5+0+0)
Bluff (Cha)	10 (7+3+0)	Perform Promo (Cha) 10 (7+3+0)
Climb (Str)	-1 (0-1+0)	Profession (Wis) 3 (0+3+0)
Concentration (End)	4 (3+1+0)	Sense Motive (Wis) 7 (4+3+0)
Diplomacy (Cha)	5 (0+3+2)	Sleight of Hand (Dex) 8 (5+1+2)
Disguise (Cha)	3 (0+3+0)	Speak Language (na) -
Escape Artist (Dex)	8 (7+1+0)	Spot (Wis) 5 (2+3+0)
Hide (Dex)	2 (1+1+0)	Treat Injury (Wis) 4 (1+3+0)
Intimidate (Cha)	5 (0+3+2)	Tumble (Dex) -
Jump (Str)	-1 (0-1+0)	