

Macellano “Marcy” Alamander

Male human fighter 8 (lore warden)

N Medium humanoid

Init +4; **Senses** Perception +13

Languages Common, Skald, Varisian

DEFENSE

AC 21, touch 15, flat-footed 16 (+6 armor, +4 Dex, +1 dodge); **Mobility**

hp 79 (8 HD)

Fort +8, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft. (6 squares); 20 ft. when encumbered

Melee +1 *dueling heavy flail* +14/+9 (1d10+8) or

+1 *flail* +14/+9 (1d8+6) with one hand, or

mwk sap +13/+8 (1d6+4 nonlethal)

Ranged +1 *composite longbow* +13/+8 (1d8+5/×3) or

bolas +8 (1d4+4 nonlethal)

Special Attacks sword secrets (know thy enemy, maneuver training [trip +2, disarm +1]), weapon training (flails +1)

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 14 (+2), Int 14 (+2), Wis 12 (+1), Cha 8 (–1)

Base Atk +8; **CMB** +12 (+14 to trip with bolas, +16 to sunder with heavy flail, +22 to trip with heavy flail, +23 to disarm with heavy flail); **CMD** 27 (33 vs. disarm of heavy flail, 30 vs. sunder of heavy flail, 30 vs. trip while wielding heavy flail, 29 vs. dirty trick/reposition while wielding heavy flail)

Feats Combat Expertise^B (–2 attack/+2 AC), Combat Reflexes^B (4 AoO's/round), Dodge^B, Greater Disarm, Greater Trip^B, Mobility^B, Improved Disarm, Improved Trip, Spring Attack^B, Whirlwind Attack

Skills Acrobatics +12, Climb +15 (+17 with climber's kit), Knowledge (arcana, local, nature) +13, Perception +13, Stealth +16, Survival +12 (+14 to avoid getting lost with compass); **Check Penalty** –3 (not included)

SQ scholastic, skill over strength, traits (eyes and ears of the city, slippery)

Combat Gear durable arrows (20), *potions* (*cure light wounds* 5, *enlarge person* 5); **Other Gear** +1 *composite longbow* (+4 strength bonus), +1 *dueling heavy flail** (with hollowed pommel), +1 *flail* (with hollowed pommel), +2 *darkleaf cloth hide*, bells (5), *amulet of natural armor* +1, *belt of giant strength* +2, bolas (4), *boots of the cat*, climber's kit, *cloak of the hedge wizard* (transmutation), compass, fighter's kit (see below), heavy wooden shield (rarely used), *ioun torch*, large tent, masterwork backpack, mirror, oil (gallon, clay jug), pitons (8), *ring of protection* +1, *robe of infinite twine*, sap, signal horn, spring loaded wrist sheathes (2), tender (162gp, 3sp, 5cp), tindertwigs (10), *traveler's any-tool*, whetstone

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 156 lb. 10 oz. (excluding tender)

SPECIAL ABILITIES

Eyes and Ears of the City You gain a +1 trait bonus on Perception checks and Perception is a class skill for you.

Know Thy Enemy (Ex) When you succeed at a Knowledge check to identify a creature's abilities and weaknesses, you can also use a standard action to grant yourself a +2 insight bonus on all attack and weapon damage rolls made against that enemy. This bonus lasts for a number of rounds equal to half you fighter levels, or until you use this ability against a different creature.

Maneuver Training (Ex) You gain a +2 bonus on combat maneuver checks when performing trip maneuvers and a +2 bonus to your CMD when defending against trip maneuvers. You also gain this bonus with and against disarm maneuvers, but only at a +1 bonus.

Scholastic (Ex) You gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Craft and Knowledge skills are class skills for you, as are Linguistics and Spellcraft.



Skill Over Strength (Ex) You gain Combat Expertise as a bonus feat, even if you would not normally qualify for the feat.

Slippery You gain a +1 trait bonus on Stealth checks and Stealth is a class skill for you.

Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using flails, to any combat maneuver checks made with flails, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against flails.

* The *dueling* property listed here is from the *Pathfinder Society Field Guide*, not to be confused with a similar ability of the same name from the *Advanced Player's Guide* and *Ultimate Equipment*.

FIGHTER'S KIT

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.