

Manny the Mancatcher

Male human fighter 1 (lore warden)

LN Medium humanoid

Init +3; **Senses** Perception +3

Languages Common, Orc

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 12 (1 HD)

Fort +4, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+3/×3) or

madu +4 (1d4+1) or

mancatcher +4 touch (1d2+4 plus grapple/×3) or

sap +4 (1d6+3 nonlethal)

Ranged bolas +5 (1d4+4 nonlethal) with Point Blank Shot, or

bolas +5 (trip) with Point Blank Shot, or

chakram +5 (1d8+4) with Point Blank Shot, or

net +5 touch (entangle) with Point Blank Shot

STATISTICS

Abilities Str 16 (+3), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 14 (+2),
Cha 7 (–2)

Base Atk +1; **CMB** +4; **CMD** 17

Feats Exotic Weapon Proficiency (mancatcher^B), Point Blank Shot

Skills Handle Animal +2, Knowledge (geography, local) +5, Perception +7, Sense Motive +3, Stealth +6,
Survival +6; **Armor Check Penalty** –2 (–4 with madu)

SQ military tradition (bolas, net), scholastic, traits (eyes and ears of the city, highlander)

Gear battleaxe, bolas (3), chakram (3), hunting dogs (4, see below), leather lamellar, leather madu with
shield scone, lock (simple), mancatcher, net, ranger's kit, sap, signal whistle (silent), tender (12sp)

Encumbrance light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 60 lb. 8 oz. (without backpack)

SPECIAL ABILITIES

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

Highlander You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

Military Tradition You gain proficiency with up to two martial or exotic weapons appropriate to your culture.

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.



Axel, Gunner, Jagger, and Rocco

Guard Dogs

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1 HD)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft. (8 squares)

Melee bite +2 (1d4+1)

STATISTICS

Abilities Str 13 (+1), Dex 13 (+1), Con 15 (+2), Int 2 (−4), Wis 12 (+1), Cha 6 (−2)

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. overrun and trip)

Feats Skill Focus (survival)

Skills Acrobatics +1 (+9 when jumping), Perception +5, Survival +4 (+8 scent tracking); **Racial Modifiers**
+4 Acrobatics when jumping, +4 Survival when tracking by scent

SQ tricks (attack, defend, down, fetch, heel, track)

Possessions animal harness, identification collar

Encumbrance light 50 lb., medium 100 lb., heavy 150 lb.; **Weight Carried** 2 lb.

