

October 1, 2005

Sebastian Garras

Medium monstrous humanoid (anthropomorphic tiger), Tiger Man (3 levels),
Fighter (3 levels), Ranger (1 level) --6'0"/200lbs /Green Eyes/ 20 years old

Hit Dice $3d8+3d10+10$ (**44 HP**) _____ HP _____ HP Lost

Initiative **+4** temp_____

Speed **30 ft.**

Armor Class: (**AC**) **20** (touch 14, flatfooted 16) temp_____

Base Attack **+6**

Grapple **+10**

Attack claw **+13** melee (1d6+8) temp_____

Full Attack **2 claws +13 (1d6+8) and bite +8**
melee (**1d6+4**) temp_____

Space/Reach: **5 ft. / 5 ft.**

Special Attacks **Improved Grab** Anytime I hit with my claws I can
automatically roll for grapple. (Ex), **Pounce** (Ex) Can do this if person is 10 feet
or 2 Squares away and get a full attack.

Special Qualities low light vision, scent, dark vision (**60 ft.**)

Special: **avored enemy: undead** (+2 bonus on bluff, listen, sense motive, spot,
& survival checks, +2 to damage); wild empathy (+3 to "wild empathy" checks
with animals) Greater Magic Fang (1hr per level +5 Damage and Attack
duration 8 hours)

Saves Fort **+7**, Ref **+10**, Will **+5**

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Abilities	Str	Dex	Con	Int	Wis	Cha
Normal	19	19	14	13	13	14
Bonus	+4	+4	+2	+1	+1	+2
Temp						
Bonus						

Skills: Balance +8, Climb +9, Hide +13, Jump +8, Move Silently +13, Spot +10, Survival +4

Feats Improved Natural Attack (claws), Combat Reflexes, Power Attack, Weapon Focus (claws), Weapon Specialization (claws), Track

Alignment chaotic good

Languages Tiger, Shushanian, Waltian

XP 20,304 (21,000 for 7th level) (696 to level up)

Possessions and Equipment: masterwork studded leather armor, backpack, 900 GP Emerald, 211 GP

3 Tangelfoot bag, 1 amulet - +2 to hit +2 to damage (it is a small steel cube on a chain)

Carrying Capacity: light load, 0-100 lbs. (30 ft.); medium load, 101-200 (20 ft.); heavy load, 201-300 (20 ft.)

Description:

Tiger Man Traits: +1 level adjustment; medium monstrous humanoid; natural attacks (2 claws, bite); base attack bonus +2; *special attacks:* improved grab, pounce; *special qualities:* low-light vision, scent, dark vision (60 feet); base saves: Fort +0, Ref +3, Will +3; abilities: Str +4, Dex +6, Con +2, Int +0, Wis +4, Cha +0; +4 racial bonus to

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Balance, Hide and Move Silently checks; monster class skills: Balance, Hide, Listen, Move Silently, Spot, Swim; favored class: ranger; automatic languages: Tiger and Shushanian

Improved grab: To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce: If a Tiger Man charges a foe, it can make a full attack. **(Have to be 10 ft. away)**

Rations of food 20lbs of food/10gp

BANK

24 days

Xoc, also known as **Sebastian Garras** has arrived in Silltown literally a prisoner. Captured by slave hunters in the Shushanish Empire, he was eventually purchased by **Armando Garcia**, a sleazy former slave trader who left Shushania under a cloud of scandal and has since been using a traveling circus as a cover for trafficking drugs and stolen artifacts. Xoc has been beaten, starved and abused by the circus, and kept in a cage barely large enough for him to lie down in at night, but he has been plotting his escape...