Semyon Matonabbe

Player: Scott David Gray

Male human (Kellid) barbarian (invulnerable rager, urban barbarian) 9, Grand Lodge faction - CR 8

Neutral Good Humanoid (Human); Deity: Erastil; Age: 19; Height: 6' 6"; Weight: 220lb.; Eyes: Dark; Hair: Dark; Skin: Pale

Ability		Sco	ore	Мо	difier	Tem	porary
STR STRENGT	Н	1	7	4	-3		
DEX DEXTERIT		18/	/20	+4	/+5		
CONSTITUTI		1	4	4	-2		
INT	CE	1	2	4	-1		
WIS WISDOM		7	7	-	2		
CHARISMA CHARISMA	A A	1	0		0		
Saving Thro	nw.	Total	Base	Ability Re	esist Mi	sc Temp	Notes
FORTITU (CONSTITUTI	ON)	+8 = Chronicle swarms, F Superstit	+6 7: +1 sav Resisting ion: +8 mond spell-lii	+2 /e vs disease Blackcove orale bonus	se and dise Taint: +1	traction from	n nutation, ral
REFLE (DEXTERIT	Y)	swarms, F Superstit	Resisting ion: +8 m nd spell-lil	Blackcove orale bonus	Taint: +1	traction from vs Transm s, supernatu	utation, ral
WILL (WISDOM)		swarms, F Superstit	Resisting ion: +8 m nd spell-lil	Blackcove orale bonus	Taint: +1 vs. spells	traction from vs Transm s, supernatung but must	utation, ral
Damag	e Redu	ction (4/-	-)	Fnerg	v Resist:	ance, Col	d (2)
Damage F			_		_	nce (Cold	
To		Armor	-	ex Size		eflec Dodge	
AC 2:		+6		5 Size	+1 +1	-nec Doage	IVIISC
Touch A		16 Ige bonus	when adja	Footed acent to two	or more	18 enemies Size	Misc
CM Bon	us	+12 =	+9	+3	3	_	-
See the Base		elow) for		_	also appl Strength	y to CMB Dexterity	Size
CM Defer See the AC sec		-	:10	+9	+3	+5] [-
Base A	ttack		+	9		HP	86
Daredevil Boo enemy space w Control: +1 wh	ts: +1 to	hit after movoking a	noving thron	ough an rowd		amage / Cur	
Initia	tive		+	7			
Sne	ed		30	ft	7		

Character Number: 14034 - 30





Skill Name	rotai	Ability	Ranks	remp
⁰ Acrobatics	+17	DEX (5)	9	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+11	STR (3)	5	
TiCraft (Other)	-1	INT (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
⁰ Escape Artist	+5	DEX (5)	-	
⁰ Fly	+5	DEX (5)	-	
Heal	-2	WIS (-2)	-	
Intimidate	+12	CHA (0)	9	
Knowledge (local)	+6	INT (1)	2	
Perception	+10	WIS (-2)	9	
Perform (Other)	+0	CHA (0)	-	
⁰ Ride	+9	DEX (5)	1	
Sense Motive	-2	WIS (-2)	-	
Sleight of Hand	+23	DEX (5)	9	
Thieves' Guild (membership): +2 circumstance bonus to steal items without being noticed				
¹⁷ Stealth	+14	DEX (5)	9	
Survival	-2	WIS (-2)	-	
Wayfinder: +2 to avoid becoming lost				

+7 Feats

STR (3)

Armor Proficiency (Light)

^USwim

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Feats

Manyshot

You can shoot two arrows as the first attack of a full attack action.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Snap Shot

Threaten squares within 5 feet of you when wielding a ranged weapon

Weapon Focus (Longbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Criminal (Sleight of Hand)

+1 trait bonus on Disable Device, Intimidate, or Sleight of Hand, and it is always a class skill for you.

Reactionary

+2 Initiativ

+1 adaptive seeking composite longbow

Ranged, both hands: +17/+12, 1d8+4

Crit: x3 Rng: 110' 2-hand. P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

+1 frost arrows

Crit: x2 Ammo. P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

+1 human-bane arrows

Crit: ×2 Ammo, P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Adamantine arrows

Crit: ×2 Ammo. P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Adamantine blunt arrows

Crit: ×2 Ammo. B

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Arrows

Crit: x2 Ammo. P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Experience & Wealth

Experience Points: 24/27 Current Cash: 22 pp

Grand Lodge: Fame: 41, PP: 34

Blunt arrows

Crit: x2 Ammo, B

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, **Crowd Control**: +1 when adjacent to two or more enemies

Chainsaw

Both hands: +12/+7, 3d6+4

Crit: 18-20/x2 2-hand, S, Deadly,

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Cold iron arrows

Crit: ×2 Ammo, P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Cold iron blunt arrows

Crit: ×2 Ammo, B

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, **Crowd Control**: +1 when adjacent to two or more enemies

Heavy flail

Both hands: +12/+7, 1d10+4

Crit: 19-20/x2 2-hand, B,

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Silver arrows

Crit: ×2 Ammo, P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Silver blunt arrows

Crit: x2 Ammo, B

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, **Crowd Control**: +1 when adjacent to two or more enemies

Smoke arrows

Crit: ×2 Ammo, P

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, **Crowd Control**: +1 when adjacent to two or more enemies

Unarmed strike

Main hand: +12/+7, 1d3+3 nonlethal

Crit: x2 Light, B. Nonlethal

Main w/ offhand: +6/+1, 1d3+3 nonlethal

Main w/ light off.: +8/+3,

1d3+3 nonlethal

Offhand: +4, 1d3+1 nonlethal

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

Whistling arrow

Crit: x2 Ammo

Daredevil Boots: +1 to hit after moving through an enemy space without provoking an AoO, Crowd Control: +1 when adjacent to two or more enemies

+2 mithral chain shirt

+6

Max Dex: +6, Armor Check: -Spell Fail: 10%, Light

Gear

Total Weight Carried: 128/800 lbs,

Encumberance Ignored

(Light: 266 lbs, Medium: 533 lbs, Heavy: 800

lbs)

IDS)	
+1 adaptive seeking composite longbow	3 lbs
+1 frost arrows x5	0.15 lbs
+1 human-bane arrows x5	0.15 lbs
+2 mithral chain shirt	12.5 lbs
Adamantine arrows x20	0.15 lbs
Adamantine blunt arrows x10	0.15 lbs
Amulet of natural armor +1	-
Arrows x260	0.15 lbs
Backpack (12 @ 6 lbs)	2 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (empty)	0.5 lbs
Blunt arrows x20	0.15 lbs
Bracers of archery, lesser	1 lb
Buffering cap (1/day)	1 lb
Chainsaw	10 lbs
Cold iron arrows x30	0.15 lbs
Cold iron blunt arrows x10	0.15 lbs
Daredevil boots (10 rounds/day)	1 lb
Explorer's outfit (Free)	-
Gloves of larceny	1 lb
Grappling arrow x10	0.5 lbs
Hat	0.5 lbs
Headband of havoc (Superstition +8 [Ex], 1/day)	1 lb
Heavy flail	10 lbs
Lamp	10 lb3
Muleback cords	0.25 lbs
Oil x6 < In: Backpack (12 @ 6 lbs)>	1 lb
Potion of ant haul x4 < In: Backpack (12 @ 6 lbs)>	1 10
Potion of bull's strength < <i>In: Backpack (12 @ 6 lbs)</i>	
Ring of protection +1	s <i>)></i> -
	5 lbs
Silk rope Silver arrows x20	0.15 lbs
Silver blunt arrows x10	0.15 lbs
Smoke arrows x5	0.15 lbs
Thieves' Guild	- 0 5 H
Twine (50')	0.5 lbs
Wand of cure light wounds (25 charges) < In: Back	краск -
Wand of endure elements (36 charges)	- 4 lb -
Waterskin	4 lbs
Wayfinder (empty)	1 lb
Whistling arrow x10	0.15 lbs

Special Abilities

[N/A] Bane (Human)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Controlled Rage (Ex)

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty

Crowd Control +4 (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian

Ghost Rager (Su)

While raging, the barbarian deals normal damage to incorporeal creatures even when using nonmagical weapons. She also gains a morale bonus to touch AC equal to her saving throw bonus from her superstition rage power. A barbarian

Rage (22 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Reckless Abandon (+/-3) (Ex)

While raging, the barbarian can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Seeking

This special ability can only be placed on ranged weapons. A seeking weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right

Superstition +8 (Ex)

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be

Witch Hunter +3 (Ex)

While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained. A barbarian must have the

Tracked Resources				
+1 frost arrows				
+1 human-bane arrows				
Adamantine arrows				
Adamantine blunt arrows				

Tracked Res	ources	Languages
Arrows		Common Hallit
		Companions
		Rosinantes II (Mule), Mule - CL2 - CR 1
		STR 13 (+1), DEX 13 (+1), CON 14 (+2), INT 2 (-4), WIS 11 (0), CHA 4 (-3); Fortitude +5 , Reflex +4 , Will +0
		HP: 13/13; Init: +1; Speed: 40 feet Attack Bonus: +1; Armor Class: 11 / 11 Tch / 10 Fl
		Perception +5
		Hooves x2 (Mule) Melee +2 x2 , 1d3+1 , x 2
	LILL LILLUL DDD DDDDD	Special: Endurance, Low-Light Vision, Run, Scent (Ex)
		Charges: Applejack (per gallon) - 0/2 , Feed (per day) - 0/5 , Trail rations - 0/5
		Situational Modifiers
	LILL LILLUL DDD DDDDD	All Saves
	000 00000 000 00000	Chronicle 7: +1 save vs disease and distraction from swarms, Resisting Blackcove Taint: +1 vs Transmutation, Superstition: +8 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells, even allies'
		Sleight of Hand Thieves' Guild (membership): +2 circumstance bonus to steal items without being noticed
		Survival Wayfinder: +2 to avoid becoming lost
Blunt arrows		Background
Buffering cap (1/day)		Born 4695 AR, in the town of Redleaf, in Ustalav. Son of Ilya Matonabbe-Leskov and Guard Gregor Matonabbe.
Cold iron arrows		. His 78" stature attracted a lot of jeers from residents,
		claiming that Samuel was a half-ogre.
Cold iron blunt arrows		Sam trained with the bow, from the expectation that one day he would join the guards. He also applied his skills
Daredevil boots (10 rounds/day)		hunting. Though he learned to step very lightly despite his size, Sam was never good with tracks.
Headband of havoc (Superstition		
Potion of ant haul		Three Pathfinders Bev, Pixie and Robert came to
Potion of bull's strength		town, as part of Pathfinder efforts to move Ustalav's people to join the crusade against the WorldWound.
Rage (22 rounds/day) (Ex)		Semyon and the elven witch, Pixie (who doesn't seem to have a surname), became close, and Semyon decided to leave with the group.
Silver arrows		At one of the Pathfinder lodges they stopped at, Semyon requested membership in the society and was granted it.
Silver blunt arrows		By this point Semyon worked up the nerve to ask Pixie to marry him, and she agreed; Venture Captain Jorsal of
Smoke arrows		Lauterbury conducted the small ceremony in Nerosyan.
Wand of cure light wounds (25 charges)		
Wand of endure elements (36 charges)		
Whistling arrow		

Rosinantes II

Mule - CL2 - CR 1

True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary	
STR STRENGTH	13	+1		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	14 Endurance: +4 to 6	+2 continue running, vs. no	nlethal damage	
		n, to avoid nonlethal da		
INT INTELLIGENCE	2	-4		
WIS WISDOM	11	0		
CHA CHARISMA	4	-3		
Saving Throw	Total Base	Ability Resist Misc	Temp Notes	
FORTITUDE (CONSTITUTION)	+5 = +3 Endurance: +4 vs. I damage from suffoca	+2 hot or cold environment	s and to resist	
REFLEX (DEXTERITY)	+4 = +3	+1		
WILL (WISDOM)	+0 =			
Total	Armor Shield De		ec Dodge Misc	
AC 11 =	=	1		
Touch AC	11 Flat-F	Footed AC Strength Siz	te Misc	
CM Bonus	+2 = +1	+1 -	-	
CM Defense 17 vs. Trip		BAB Strength +1 +1	Dexterity Size +1 -	
Base Attac	k +	1 HI	13	
Initiative	+		age / Current HP	
Speed	40	ft		
Hooves x2 (Mule)				

Crit: x2 Main hand: +2, 1d3+1 Light, B Main w/ offhand: -4, 1d3+1

Main w/ light off.: -2, 1d3+1

Offhand: -6, 1d3

Unarmed strike

Main hand: +2, 1d3+1 nonlethal Crit: ×2 Light, B, Nonlethal Main w/ offhand: -4, 1d3+1

nonlethal

Main w/ light off.: -2, 1d3+1

nonlethal

Offhand: -6, 1d3 nonlethal

Character Number:



Total

Ability

Ranks

Temp

Skili Name	rotai	Ability	Ranks	remp
Acrobatics	+1	DEX (1)	-	
Run: +4 to jump with a rur	nning start,	Speed greater/	less than	30 ft. :
+4 to jump Appraise	-4	INT (-4)	_	
• •	-	1141 (-4)		
Bluff	-3	CHA (-3)	-	
⁰ Climb	+1	STR (1)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	+1	DEX (1)	-	
⁰ Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-3	CHA (-3)	-	
Perception	+5	WIS (0)	2	
⁰ Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
¹⁷ Stealth	+1	DEX (1)	-	
Survival	+0	WIS (0)	-	
¹⁰ Swim	+1	STR (1)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance

Skill Name

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Special Abilities

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Gear

Total Weight Carried: 99/225 lbs, Encumberance Ignored

(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)

Applejack (per gallon) x2 < In: Saddlebags (17 @ 40	8 lbs
Bedroll <in: (17="" 40="" @="" lbs)="" saddlebags=""></in:>	5 lbs
Blanket, winter < In: Saddlebags (17 @ 40 lbs)>	3 lbs
Feed (per day) x5	10 lbs
Mug/tankard <in: (17="" 40="" @="" lbs)="" saddlebags=""></in:>	1 lb
Oil x5 <in: (17="" 40="" @="" lbs)="" saddlebags=""></in:>	1 lb
Pot <in: (17="" 40="" @="" lbs)="" saddlebags=""></in:>	4 lbs
Saddlebags (17 @ 40 lbs)	8 lbs
Soap	0.5 lbs
Trail rations x5 < In: Saddlebags (17 @ 40 lbs)>	1 lb
Whetstone <in: (17="" 40="" @="" lbs)="" saddlebags=""></in:>	1 lb

Tracked Resources

Applejack (per gallon)

Feed (per day)

Trail rations

Situational Modifiers

Acrobatics

Run: +4 to jump with a running start, Speed greater/less than 30 ft. : +4 to jump

Constitution Check

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Fortitude Save

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

Swim

Endurance: +4 to resist nonlethal damage from exhaustion

Experience & Wealth

Experience Points: 0/6

Current Cash: You have no money!

Manvshot

Feat

You can fire multiple arrows at a single target.

Prerequisites: Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In: Not New Paths Option: Use Scaling Feats

Rapid Shot

Feat

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Snap Shot

Feat

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Appears In: Ultimate Combat

Weapon Focus (Longbow)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Criminal (Sleight of Hand)

Trait

You spent your early life robbing and stealing to get by. Select one of the following skills: Disable Device, Intimidate, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In: Ultimate Campaign

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (4/-)

Unknown

You have Damage Reduction against all attacks.

Damage Reduction (8/lethal)

Unknown

You have Damage Reduction against non-lethal damage

Energy Resistance, Cold (2)

Unknown

You have the specified Energy Resistance against Cold attacks.

Controlled Rage (Ex) Class Ability (Barbarian)

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Crowd Control +4 (Ex) Class Ability (Barbarian)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (*Core Rulebook* 436). This ability replaces fast movement.

Extreme Endurance (Cold) (Ex) Class Ability (Barbarian)

At 3rd level, the invulnerable rager is inured to either hot or cold climate effects (choose one) as if using endure elements. In addition, the barbarian gains 1 point of fire or cold resistance for every three levels beyond 3rd. This ability replaces trap sense.

Ghost Rager (Su) Class Ability (Barbarian, Barba

While raging, the barbarian deals normal damage to incorporeal creatures even when using nonmagical weapons. She also gains a morale bonus to touch AC equal to her saving throw bonus from her superstition rage power. A barbarian must have the superstition rage power and be at least 6th level before selecting this rage power.

Appears In: Ultimate Combat

Rage (22 rounds/day) (Ex) Class Ability (Barbarian)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Reckless Abandon (+/-3) (Ex) Class Ability (Barbarian)

While raging, the barbarian can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Appears In: Advanced Player's Guide

Superstition +8 (Ex) Class Ability (Barbarian)

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Witch Hunter +3 (Ex) Class Ability (Barbarian)

While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained. A barbarian must have the superstition rage power to select this rage power.

Appears In: Advanced Player's Guide

Bane (Human) (+1 human-bane arrows) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, summon monster I;
Cost +1 Bonus

Seeking (+1 adaptive seeking composite longbow) Weapon Power

This special ability can only be placed on ranged weapons. A seeking weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

Construction

Requirements: Craft Magic Arms and Armor, true seeing; Cost +1 Bonus

Thieves' Guild Vanity

Nearly every community, from the smallest village to the teeming metropolis, has a criminal underground, and most have one or more thieves' guilds to look out for the interests of those on the opposite side of the law. As a member of one such thieves' guild, you gain a +2 circumstance bonus on Sleight of Hand checks to steal items without being noticed. You can use Sleight of Hand to make Day Job rolls.

Appears In: Pathfinder Society Field Guide

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Wand of cure light wounds (25 charges) Wand Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of endure elements (36 charges) Wand Endure Elements

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Potion of ant haul

Potion or Oil

Ant Haul, Fortitude Negates (DC 11)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Potion of bull's strength

Potion or Oil

Bull's Strength

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Amulet of natural armor +1 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Belt of incredible dexterity +2 Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, cat's grace; Cost 2,000 gp

Bracers of archery, lesser Wondrous Item (Wrist)

These wristbands appear similar to greater bracers of archery, though they are typically constructed of lighter material. They function as greater bracers of archery, except they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Construction

Requirements: Craft Wondrous Item, Craft Magic Arms and Armor, crafter must be proficient with a longbow or shortbow; **Cost** 2,500 gp

Buffering cap (1/day) Wondrous Item (Head)

This cloth hat is floppy and shapeless. It offers its wearer an unusual amount of protection against particularly devastating blows. Once per day when struck by a critical hit, the wearer can spend an immediate action to convert the bonus damage of the critical hit into nonlethal damage. The cap has no effect if the wearer is immune to nonlethal damage.

Construction

Requirements Craft Wondrous Item, shield; Cost 1,000 gp

Appears In: Ultimate Equipment

Daredevil boots (10 rounds/day) Wondrous Item (Feet)

This pair of magical boots shimmers in vibrant shades of blazing red and burning orange when they are held up to the light. These boots allow the wearer to gain extra maneuverability while moving through hazardous areas. As a free action, the wearer can click her heels together to grant herself a +5 competence bonus on Acrobatics checks made to move through threatened squares or to move through an enemy's space without provoking attacks of opportunity for up to 10 rounds per day. The rounds do not need to be consecutive. Furthermore, anytime the wearer of the boots successfully moves though the space of an enemy without provoking an attack of opportunity, she gains a +1 bonus on attack rolls against that enemy until the end of her turn.

Construction

Requirements Craft Wondrous Item, cat's grace; Cost 700 gp

Appears In: Advanced Race Guide, Ultimate Equipment

Gloves of larceny

Wondrous Item (Hands)

These supple beige calfskin gloves greatly enhance a thief's talents. The wearer gains a +5 competence bonus on Sleight of Hand checks.

Construction

Requirements Craft Wondrous Item, creator must have 5 ranks in Sleight of Hand; **Cost** 1,250 gp

Appears In: Ultimate Equipment

Headband of havoc (Superstition +8 [Ex], Wondrous Item (Headband)

This band of raggedly stitched animal skins and teeth focuses a barbarian wearer's bloodlust. When the wearer enters a rage, she selects one of her rage powers. For the duration of the rage, that power functions as if the wearer's barbarian level were four levels higher.

Once per day when the wearer is attacked or has to make a saving throw against a hostile effect, she may spend 2 rounds of rage to begin a rage as an immediate action. This rage becomes active prior to resolving the attack that triggered it and lasts until the start of her next turn (at which time she may continue to rage as if she had begun the rage in the normal manner).

Construction

Requirements Craft Wondrous Item, rage; Cost 4,000 gp

Appears In: Ultimate Equipment

Muleback cords

Wondrous Item (Shoulders)

These thick leather cords wrap around the wearer's biceps and shoulders; when worn, they make the muscles appear larger than normal. The wearer treats his Strength score as 8 higher than normal when determining his carrying capacity (see Pathfinder RPG Core Rulebook page 171). This bonus does not apply to combat, breaking items, or any other Strength-related rolls except the amount of equipment or material the wearer can carry.

Construction

Requirements Craft Wondrous Item, bull's strength; Cost 500 gp

Appears In: Advanced Player's Guide, Ultimate Equipment

Semyon Matonabbe - Abilities & Gear

Wayfinder (empty)

Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a wayfinder is typically made from silver and bears gold accents. With a command word, you can use a wayfinder to shine (as the light spell). The wayfinder also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All wayfinders include a small indentation designed to hold a single ioun stone. An ioun stone slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the wayfinder itself (see Seeker of Secrets page 51).

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements Craft Wondrous Item, light; Cost 250 gp

Appears In: Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society

Feat

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Run Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Low-Light Vision Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.