

Name: Semyon Matonabbe **PFS #:** 14034-30

Initiative: +7 +1|+2 if in Controlled Rage for Dexterity

AC: 23 (Touch 16, FF 18)

+0 (+6, +0) Ghost Rager (during Rage of Controlled Rage)

-2 (-2, -2) if in Rage

-3 (-3, -3) if using Reckless Abandon (during Rage or Controlled Rage)

+0 (+1, +1) if upping Superstition with Headband of Havoc

+1 if upping Reckless Abandon with Headband of Havoc

+1|+2 (+1/+2, +0) if in Controlled Rage for Dexterity

+1 if adjacent to two or more enemies

CMB: +12

+3 if using Reckless Abandon (during Rage of Controlled Rage)

+1 if upping Reckless Abandon with Heabdnad of Havoc

-2 if Fatigued; +1|+2if in Controlled Rage for Strength; +2 to damage if in Rage

CMD: 28 (FF 23)

-2 if Fatigued; +1|+2 if in Controlled Rage for Strength and/or Dexterity; +2 if in Rage

+1 if adjacent to two or more enemies

+1 to hit after successfully moving though the space of the enemy without provoking an attack of opportunity, until the end of his turn.

-3 if using Reckless Abandon (during Rage of Controlled Rage)

-1 if upping Reckless Abandon with Heabdnad of Havoc

Fort: +8

+7 Morale bonus to resist spells during Rage of Controlled Rage

+1 if upping Superstition with Headband of Havoc

-2 if Fatigued; +1|+2 if in Controlled Rage for Constitution; +2 if in Rage

+1 save vs diseases and distraction ability of swarms – See Chronicle 7

+1 to saves vs Transmutation – See chronicle 17

Reflex: +8

+7 Morale bonus to resist spells during Rage of Controlled Rage

+1 if upping Superstition with Headband of Havoc

+1|+2 if in Controlled Rage for Dexterity

+1 to saves vs Transmutation – See chronicle 17

Will: +1

+7 Morale bonus to resist spells during Rage of Controlled Rage

+1 if upping Superstition with Headband of Havoc

+2 if in Rage

+1 to saves vs Transmutation – See chronicle 17

HP: 86

+18 if in Rage; +9|+18 if in Controlled Rage for Constitution; -6 if Fatigued

DR -/4 vs weapons and natural attacks **DR** -/8 vs non-lethal weapons and natural attacks

BAB: +9/+4 **Speed:** 30' **Languages:** Common, Hallit

Per-day Abilities:

22 Rage OOOOO OOOOO OOOOO OOOOO OO 10 Daredevil Boots OOOOO OOOOO
 1 Secrets of Creation [Cast *magic weapon* as a spell-like ability with caster level of 5] O
 1 Buffering Cap O
 1 Headband of Havoc O [spend 2 rage to enter rage as immediate action]
 2 Grand Lodge Explorer OO [+3 circumstance bonus on Acrobatics, Climb, Knowledge, linguistics, Survival, Swim, or Use Magic Device check]

Limited Use Items:

260 Arrows
 30 Cold Iron Arrows 20 Silver Arrows 20 Adamantine Arrows
 20 Blunt Arrows (changes damage type to B, may be used at -4 to deliver non-lethal damage.)
 10 Cold Iron Blunt Arrows 10 Silver Blunt Arrows 10 Adamantine Blunt Arrows
 10 Whistling Arrows (sound is audible within 500 feet of flight path)
 10 Grappling arrows 5 +1 Frost Arrows 5 +1 Human Bane Arrows
 5 Smoke Arrows (5' cube of smoke where it strikes. Creatures inside the cloud take a -2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them.)
 4 Ant Haul Potions 1 Bull's Strength Potion
 1 Wand CLW [25] 1 Wand Endure Elements [36] Chainsaw [4]

Key Combat Skills:**Acrobatics:** +17

+1|+2 if in Controlled Rage for Dexterity
 +5 Competence bonus with one use of **Daredevil Boots**

Climb: +11

-2 if Fatigued; +1|+2 if in Controlled Rage for Strength; +2 if in Rage

Intimidate: +12

+4 Intimidate to influence crowds
 +2 bonus on all Charisma-based skill checks against the faithful of Razmir – See Chronicle 4

Perception: +10**Ride:** +9

+1|+2 if in Controlled Rage for Dexterity

Sleight of Hand: +23

+1|+2 if in Controlled Rage for Dexterity
 +2 Circumstance bonus for stealing items without being noticed

Stealth: +14

+1|+2 if in Controlled Rage for Dexterity

Swim: +7

-2 if Fatigued; +1|+2 if in Controlled Rage for Strength; +2 if in Rage

Always on:

Precise Shot: No -4 to hit when shooting into melee

Threatens squares within 5' when wielding a longbow, and does not provoke AoOs

DR -/4 vs weapons and natural attacks DR -/8 vs non-lethal weapons and natural attacks

Resist Cold: 2

Movement not impeded by crowds

Extreme Endurance against Cold (as Endure Elements)

Chainsaw: +4 to DC of Fortitude save to survive Coup de Grace

Extreme Endurance against Heat (as Endure Elements) – See Chronicle 7

+1 save vs diseases and distraction ability of swarms – See Chronicle 7

+1 bonus on Knowledge checks attempted while you are in the Grand Lodge – See Chronicle 1

+2 bonus on all Charisma-based skill checks against the faithful of Razmir – See Chronicle 4

+2 Circumstance Bonus diplomacy with guards and city officials in Absalom – See Chronicle 6

Each time you earn a Sky Key Component boon, you also recover one spent Prestige Point – See Chronicle 12.

+1 With dwarven stuff, bonus on any Appraise Knowledge, or Linguistics check involved -- or you can substitute your Perception or Sense Motive bonus for the check; or cross boon off to apply to objects of any origin for the entire scenario – See chronicle 14.

In city of Brass restore 4 used Prestige points, or at any time get a +10 bonus on Diplomacy with a Native of the Plane of Fire with an Int of 8+ -- crossing this boon off for either use – See chronicle 16

Restore 1d4+1 charges to a timeworn weapon, timeworn armor, or another timeworn device, crossing this boon off – See chronicle 16

+1 to saves vs Transmutation – See chronicle 17

Enter meditative trance 1 hour as move action; one of +4 insight bonus save vs mind affecting, 1 round +10' movement, 1 round, ignore concealment 1 round; crossing this boon off – See chronicle 18

Twice (or once, for +3) gain +1 insight bonus against known agents of the Aspis Consortium for one scenario – See Chronicle 19

Once, you may cast Dispal Magic, Fog Cloud, Invisibility, Mirage Arcana, or Stone Shape – See Chronicle 19

+2 bonus on all Charisma-based skill checks against Wayangs – See Chronicle 19

Immediate Action:

When struck by a critical hit, the wearer can spend an immediate action to have the Buffering Cap convert the bonus damage of the critical hit into nonlethal damage.

Use Headband of Havoc and 2 Rage to enter a rage as an immediate action.

Free actions:

If not fatigued, enter **Rage** by spending one use of **Rage**. +4 to Strength and Constitution, +2 Morale bonus to Will saves, -2 AC, may not do actions requiring concentration; after Rage fatigued -2 Str and Con for twice as many rounds as the rage lasted. 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.

If not fatigued, enter **Controlled Rage** by spending one use of **Rage**. +4 added to Strength, Dexterity and/or Constitution in units of +2; after Rage fatigued -2 Str and Con for twice as many rounds as the rage lasted. 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.

End Rage or Controlled Rage.

As a free action, the wearer can click the heels of his daredevil boots together to grant himself 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 need not be consecutive.

Swift actions:

Move actions:

Standard and Full-Round actions:

Spend 1 charge of Timeworn Chainsaw to activate Chainsaw for one hour.

Melee:

Standard: Chainsaw Attack: +12 to hit (18-20/x2) | 3d6+4 S

Standard: Heavy Flail Attack: +12 to hit (20/x2) | 1d10+4 B

Full Round: Chainsaw 2 attacks: +12/+7 to hit (18-20/x2) | 3d6+4 S

Full Round: Heavy Flail 2 attacks: +12/+7 to hit (20/x2) | 1d10+4 B

+3 to hit if using Reckless Abandon (during Rage of Controlled Rage)

+1 to hit if upping Superstition with Headband of Havoc

-2 to hit if Fatigued; +1|+2 to hit if in Controlled Rage for Strength; +2 to hit if in Rage

+1 to hit if Magic Weapon is cast on it

+1 to hit if adjacent to two or more enemies

+1 to hit after successfully moving though the space of the enemy without provoking an attack of opportunity, until the end of his turn.

Full damage against incorporeal creatures (during Rage or Controlled Rage)

+3 damage to spellcasters or creatures possessing spell-like abilities (during Rage or Controlled Rage)

+1 damage to spellcasters or creatures possessing spell-like abilities if upping Witch hunter with Headband of Havoc

-3 to damage if Fatigued; +2|+3 to damage if in Controlled Rage for Strength; +3 to damage if in Rage

+1 to damage if Magic Weapon is cast on it

Ranged:

Standard: +1 Adaptive Seeking Composite Longbow Attack: +17 to hit (20/x3) | 1d8+4 damage P

Magic

Full Round: +1 Adaptive Seeking Composite Longbow 2 attacks: +17/+12 to hit (20/x3) | 1d8+4 P

Magic

Full Round: +1 Adaptive Seeking Composite Longbow Rapid Shot 3 attacks: [Manyshot +15]/+15/+10 to hit (20/x3) | 1d8+4 P Magic [2x damage from Many Shot, apply critical damage only once]

+3 to hit if using Reckless Abandon (during Rage of Controlled Rage)

+1 to hit if upping Reckless Abandon with Headband of Havoc

+1|+2 to hit if in Controlled Rage for Dexterity

+1 to hit within 30'

+1 to hit if adjacent to two or more enemies

+1 to hit after successfully moving though the space of the enemy without provoking an attack of opportunity, until the end of his turn.

Negates concealment

-2 to hit / range 110'

Full damage against incorporeal creatures (during Rage or Controlled Rage)

+3 damage to spellcasters or creatures possessing spell-like abilities (during Rage or Controlled Rage)

+1 damage to spellcasters or creatures possessing spell-like abilities if upping Witch hunter with Headband of Havoc

-2 to damage if Fatigued; +1|+2 to damage if in Controlled Rage for Strength; +2 to damage if in Rage

+1 damage within 30'