

**NAME:** Semyon Matonabbe

**CLASSES:**

Favored Class: Barbarian, Archetypes: Invulnerable Rager and Urban Barbarian

**BACKGROUND:**

Race: Human, Alignment: Neutral Good, Deity: Erastil, +2 Bonus to Dexterity, Faction: Grand Lodge, Ethnicity: Kellid,

Languages: Common, Hallit

**ABILITIES:**

Strength: 16 [10], Dexterity: 15/17 [7], Constitution: 14 [5] Intelligence: 12 [2], Wisdom: 7 [-4], Charisma: 10 [0]

**BARBARIAN:**

Level 1 +1/3 Superstitious (+1/3)

**SKILLS:**

Acrobatics (+1), Climb (+1), Handle Animal (0), Intimidate (+1), Know Local (0), Perception (+1), Ride (0), Stealth (+1), Sleight of Hand (+1), Swim (0)

**FEATS:**

Traits: Reactionary [Combat], Criminal (Sleight of Hand) [Social] Feats: Point Blank Shot, Precise Shot

**GEAR:** Long Composite Bow (100 gold), Heavy Flair (15 gold), Silk Rope (10 gold), Mule [Rosinantes] (8 gold), Saddlebags (4 gold), 60 Arrows (3 gold), 5x Trail Rations (2.5 gold), Backpack (2 gold), Belt Pouch (1 gold), Waterskin (1 gold), Pot (0.8), 2 Gallons Applejack (0.8 gold), 6x Oil (0.6 gold), Winter Blanket (0.5), 5s Feed (0.25 gold), Hat (0.2 gold), Bedroll (0.1 gold), Lamp (0.1 gold), Soap (0.1 gold), Tankard (0.02 gold), Whetstone (0.02 gold), 50' Twine (0.01 gold), Explorer's Outfit (free)

**PERSONAL:**

Male, 78", 220 lbs, Age 19, Hair: Dark with scruffy beard, Eyes: Dark, Skin: Pale.

**Background:**

Born 4695 AR, in the town of Redleaf, in Ustalav. Son of Ilya Matonabbe-Leskov and Guard Gregor Matonabbe.

His 78" stature attracted a lot of jeers from residents, claiming that Semyon was a half-ogre.

Semyon trained with the bow, from the expectation that one day he would join the guards. He also applied his skills hunting. Though he learned to step very lightly despite his size, Semyon was never good with tracks.

Three Pathfinders -- Bev, Pixie and Robert -- came to town, as part of Pathfinder efforts to move Ustalav's people to join the crusade against the WorldWound. Semyon and the elven witch, Pixie (who doesn't seem to have a surname), became close, and Semyon decided to leave with the group.

At one of the Pathfinder lodges they stopped at, Semyon requested membership in the society and was granted it. By this point Semyon worked up the nerve to ask Pixie to marry him, and she agreed; Venture Captain Jorsal of Lauterbury conducted the small ceremony in Nerosyan.

**LEVEL 2:**

**Barbarian Favored Class:** +1/3 Superstitious (+2/3) **Rage Power:** Reckless Abandon **Skills:** Acrobatics (1), Climb (+2), Handle Animal (0), Intimidate (1), Know Local (0), Perception (+2), Ride (+1), Sleight of Hand (+2), Stealth (+2), Swim (+1) **Items:** Mithral Chain Shirt (+1100) 1100, Upgrade Long Composite Bow to Masterwork (+300) 400, Thieves Guild Membership (+4 PP) (4 Fame)

**LEVEL 3:**

**Barbarian Favored Class:** +1/3 Superstitious (+1) **Extreme Endurance:** Cold **Skills:** Acrobatics (++3), Climb (+2), Handle Animal (0), Intimidate (1), Know Local (+1), Perception (+3), Ride (1), Sleight of Hand (+3), Stealth (+3), Swim (1) **Feat:** Rapid Shot **Items:** Upgrade Masterwork Long Composite Bow to +1 (+2000) 2400, Upgrade Mithral Chain Shirt to +1 (+1000) 2100, Muleback Cords (+1000) 1000 (9 Fame), 10 Blunt Arrows (+1) 1, 10 Whistling Arrows (+1) 1, 5 Smoke Arrows (+50) 50, 30 Cold Iron Arrows (+3) 3, 10 Cold Iron Blunt Arrows (+2) 2, 20 Silver Arrows (+41) 41, 10 Silver Blunt Arrows (+21) 21

**LEVEL 4:**

**Barbarian Favored Class:** +1/3 Superstitious (+1-1/3) **Attribute:** +1 Dexterity **Rage Power:** Superstition **Skills:** Acrobatics (+4), Climb (++4), Handle Animal (0), Intimidate (1), Know Local (1), Perception (+4), Ride (1), Sleight of Hand (+4), Stealth (+4), Swim (1) **Items:** Upgrade +1 Long Composite Bow to Adaptive (+1000) 3400 (13 Fame), Daredevil Boots (+1400) 1400 (9 Fame), 20 Adamantine Arrows (+1202) 1202, 10 Adamantine Blunt Arrows (+601) 601, Potion Bull's Strength (+300) 300, 4 Potions Ant Hault (+200) 200, 200 more arrows (+1) 1

**LEVEL 5:**

**Barbarian Favored Class:** +1/3 Superstitious (+1-2/3) **Skills:** Acrobatics (+5), Climb (+5), Handle Animal (0), Intimidate (+2), Know Local (1), Perception (+5), Ride (1), Sleight of Hand (+5), Stealth (+5), Swim (1) **Feat:** Weapon Focus (Longbow) **Items:** Gloves of Larceny (+2500) 2500 (13 Fame), Buffering Cap (+2000) 2000 (13 Fame)

**LEVEL 6:**

**Barbarian Favored Class:** +1/3 Superstitious (+2) **Rage Power:** Witch Hunter **Skills:** Acrobatics (+6), Climb (5), Handle Animal (0), Intimidate (++4), Know Local (1), Perception (+6), Ride (1), Sleight of Hand (+6), Stealth (+6), Swim (1) **Items:** +1 Ring of Protection (+2000) 2000 (13 Fame), +1 Amulet of Natural Armor (+2000) 2000 (13 Fame)

**LEVEL 7:**

**Barbarian Favored Class:** +1/3 Superstitious (+2-1/3) **Skills:** Acrobatics (+7), Climb (5), Handle Animal (0), Intimidate (+5), Know Local (1), Perception (+7), Ride (1), Sleight of Hand (+7), Stealth (+7), Swim (1) **Feat:** Snap Shot **Items:** Upgrade +1 Mithral Chain Shirt to +2 (+3000) 5100 (18 Fame), Lesser Bracers of Archery (+5000) 5000

(18 Fame), +2 Belt of Incredible Dexterity (+4000) 4000 (18 Fame)

#### LEVEL 8:

**Barbarian Favored Class:** +1/3 Superstitious (+2-2/3) **Attribute:** +1 Strength **Rage Power:** Ghost Rager **Skills:** Acrobatics (+8), Climb (5), Handle Animal (0), Intimidate (+++8), Know Local (1), Perception (+8), Ride (1), Sleight of Hand (+8), Stealth (+8), Swim (1) **Items:** Headband of Havoc (+8000) 8000 (22 Fame), Upgrade +2 Mithral Chain Shirt to +3 (+5000) 10100 (27 Fame), Upgrade +2 Ring of Protection (+6000) 8000 (22 Fame)

#### LEVEL 9:

**Barbarian Favored Class:** +1/3 Superstitious (+3) **Skills:** Acrobatics (+9), Climb (5), Handle Animal (0), Intimidate (+9), Know Local (+2), Perception (+9), Ride (1), Sleight of Hand (+9), Stealth (+9), Swim (1) **Feat:** Manyshot **Items:** Upgrade +2 Amulet of Natural Armor (+6000) 8000 (22 Fame), Upgrade +2 Belt of Inc Dexterity to +2 Belt of Phys Might Str Dex (+6000) 10000 (27 Fame), Upgrade +1 Adaptive Long Composite Bow to Seeking (+6000) 9400 (27 Fame)

#### LEVEL 10:

**Barbarian Favored Class:** +1/3 Superstitious (+3-1/3) **Rage Power:** Quick reflexes **Skills:** Acrobatics (+10), Climb (5), Handle Animal (0), Intimidate (+10), Know Local (+3), Perception (+10), Ride (1), Sleight of Hand (+10), Stealth (+10), Swim (1) **Items:** Upgrade +3 Mithral Chain Shirt to +4 (+7000) 17100 (36 Fame)

#### LEVEL 11:

**Barbarian Favored Class:** +1/3 Superstitious (+3-2/3) **Skills:** Acrobatics (+11), Climb (5), Handle Animal (0), Intimidate (+11), Know Local (+4), Perception (+11), Ride (1), Sleight of Hand (+11), Stealth (+11), Swim (1) **Feat:** Clustered Shots **Items:** Upgrade +4 Mithral Chain Shirt to +5 (+9000) 26100 (40 Fame), Upgrade +1 Adaptive Seeking Long Composite Bow to +2 (+10000) 19400 (40 Fame), Upgrade +3 Ring of Protection (+10000) 18000 (36 Fame), Upgrade +3 Amulet of Natural Armor (+10000) 18000 (36 Fame)

#### LEVEL 12:

**Barbarian Favored Class:** +1/3 Superstitious (+4) **Attribute:** +1 Strength **Rage Power:** Unexpected Strike **Skills:** Acrobatics (+12), Climb (5), Handle Animal (0), Intimidate (+12), Know Local (+5), Perception (+12), Ride (1), Sleight of Hand (+12), Stealth (+12), Swim (1) **Items:** Upgrade +2 Belt of Phys Might Str Dex to +4 (+30000) 40000 (45 Fame), Upgrade +2 Adaptive Seeking Long Composite Bow to +3 (+14000) 33400 (45 Fame)

#### LEVEL 13:

**Barbarian Favored Class:** +1/3 Superstitious (+4-1/3) **Skills:** Acrobatics (+13), Climb (5), Handle Animal (+1), Intimidate (+13), Know Local (5), Perception (+13), Ride (1), Sleight of Hand (+13), Stealth (+13), Swim (1) **Feat:** Improved Snap Shot **Items:** Flying Carpet 10x10 (+60000) 60000 (54 Fame), Upgrade +3 Adaptive Seeking Long Composite Bow to +4 (+18000) 51400 (49 Fame)

#### LEVEL 14:

**Barbarian Favored Class:** +1/3 Superstitious (+4-2/3) **Rage Power:** Guarded Life, **Skills:** Acrobatics (+14), Climb (5), Handle Animal (+2), Intimidate (+14), Know Local (5), Perception (+14), Ride (1), Sleight of Hand (+14), Stealth (+14), Swim (1) **Items:** Upgrade +4 Belt of Phys Might Str Dex to +6 (+50000) 90000 (58 Fame)

#### LEVEL 15:

**Barbarian Favored Class:** +1/3 Superstitious (+5) **Skills:** Acrobatics (+15), Climb (5), Handle Animal (+3), Intimidate (+15), Know Local (5), Perception (+15), Ride (1), Sleight of Hand (+15), Stealth (+15), Swim (1) **Feat:** Deadly Aim **Items:** Upgrade +4 Adaptive Seeking Long Composite Bow to +5 (+22000) 73400 (58 Fame)

#### LEVEL 16:

**Barbarian Favored Class:** +1/3 Superstitious (+5-1/3) **Attribute:** Dexterity +1, **Rage Power:** Greater Guarded Life, **Skills:** Acrobatics (+16), Climb (5), Handle Animal (+4), Intimidate (+16), Know Local (5), Perception (+16), Ride (1), Sleight of Hand (+16), Stealth (+16), Swim (1) Upgrade +6 Belt of Phys Might Str Dex to Phys Perfection (+54000) 144000 (67 Fame)

#### LEVEL 17:

**Barbarian Favored Class:** +1/3 Superstitious (+5-2/3) **Skills:** Acrobatics (+17), Climb (5), Handle Animal (+5), Intimidate (+17), Know Local (5), Perception (+17), Ride (1), Sleight of Hand (+17), Stealth (+17), Swim (1) **Feat:** Greater Snap Shot **Items:** Upgrade +5 Adaptive Seeking Long Composite Bow to Endless Ammunition (+55000) 128400 (58 Fame), Upgrade +5 Adaptive Seeking Endless Ammunition Long Composite Bow to Impervious (+3000) 131400 (58 Fame)

#### LEVEL 18:

**Barbarian Favored Class:** +1/3 Superstitious (+6) **Rage Power:** Mighty Swing, **Skills:** Acrobatics (+18), Climb (5), Handle Animal (5), Intimidate (+18), Know Local (+6), Perception (+18), Ride (1), Sleight of Hand (+18), Stealth (+18), Swim (1) **Items:** Gem of Seeing +75000 (75000) 58 Fame

#### LEVEL 19:

**Barbarian Favored Class:** +1 Skill Point **Skills:** Acrobatics (+19), Climb (5), Handle Animal (5), Intimidate (+19), Know Local (+++8), Perception (+19), Ride (1), Sleight of Hand (+19), Stealth (+19), Swim (1) **Feat:** Improved Precise Shot **Items:** -

#### LEVEL 20:

**Barbarian Favored Class:** +1 Skill Point **Attribute:** Dexterity +1, **Rage Power:** Auspicious Mark, **Skills:** Acrobatics (+20), Climb (5), Handle Animal (5), Intimidate (+20), Know Local (+++10), Perception (+20), Ride (1), Sleight of Hand (+20), Stealth (+20), Swim (1) **Items:** -