

Name: Boyar Prince Captain Miroslav Nikitin level 8

Classes: Aristocrat 1 / Rogue Unchained (Burglar) 5 / Barbarian (Urban Barbarian) 1 / Arcanist 1

Initiative: +8 +1 or 2 in Dex rage -1 in Fatigue

AC: 17 (Touch 16, FF 11), Mage Armor +4 (+0, +4), Shield +4 (+0, +4) +1 or 2 in Dex rage

Crowd Control: +1 to hit when adjacent to two or more enemies. -1 in Fatigue

CMB: +4 +1 or 2 in Str rage **Crowd Control:** +1 to hit when adjacent to two or more enemies. -1 in Fatigue | Bull Rush or Grapple without provoking Attacks of Opportunity

CMD: 19 (FF 14) +1 or 2 in Dex rage +1 or 2 in Str rage **Crowd Control:** +1 to hit when adjacent to two or more enemies. -1 in Fatigue

Performance Combat: +1

Fort: +6 [Endurance: +4 to certain tests] +1 or 2 in Con rage -1 in Fatigue

Reflex: +11 [Danger Sense: +2] **Evasion** +1 or 2 in Dex rage

Will: +6 +2 in basic rage

Evasion: If succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

HP: 65 +8 or +16 in Con rage

BAB: +4 **Speed:** 30' **Languages:** Aquan, Draconic, Giant, Kelish, Orc, Polyglot, Skald, Taldane, Undercommon

Per-day Abilities:

1 Consume Spells O

1 Turn Tricorne into a Ship's Boat O

4 Arcane Pool OOOO

6 Rage OOOOO O

10 Boots Spider Climb OOOOO OOOOO

Arcanist Caster Level 3, Concentration +5 Arcane Spell Failure: 0%

X Arcanist level 0 spells (DC 12):

Pick four: Acid Splash, Arcane Mark, Bleed, Dancing lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

3+2 runestones Arcanist level 1 spells per day (DC 13): OOO+OO

Pick two: Air Bubble, Comprehend Languages, Kreighton's Perusal, Mage Armor, Memorize Page, MonkeyFish, Mount, Refine Improvised Weapon, Shield, Speak Local Language, True Strike, Vanish

May expend 1 **arcane pool** point to increase DC or Caster Level of a spell by +1 at the time of casting.

Per-week Abilities:

1 Besmara's Blessing: O Reroll a Profession (sailor) check and take the higher result (you must announce that you are using this ability before the results of the check are known)

Limited Use Items:

Wand of Mirror Image [20]: OOOOO OOOOO OOOOO OOOOO

Wand of Mage Armor [40]: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

Wand of Shield [48]: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

Gold: 2874

Skills:

Str: +0 +1 or 2 in Str rage -1 in Fatigue	Acrobatics: +17 +1 or 2 in Dex rage -1 in Fatigue	Fly: [untrained] +6 +1 or 2 in Dex rage -1 in Fatigue	Sense Motive: [untrained] +0
Dex: +6 +1 or 2 in Dex rage -1 in Fatigue	Appraise: [untrained] +2 Can't in basic rage	Heal: [untrained] +0 Can't in basic rage	Sleight of Hand: +10 +1 or 2 in Dex rage -1 in Fatigue Can't in basic rage
Con: +2 [Endurance, +4] +1 or 2 in Con rage -1 in Fatigue	Bluff: +13	Intimidate: +2	Spellcraft: +6 Can't in basic rage
Int: +2	Climb: +4 +1 or 2 in Str rage -1 in Fatigue	Knowledge Arcana: +6 Can't in basic rage	Stealth: +17 +1 or 2 in Dex rage -1 in Fatigue
Wis: +0	Diplomacy: +13 Can't in basic rage Time required to gather information or influence attitude is halved	Knowledge Nobility: +9 Can't in basic rage	Survival: [untrained] +0 Can't in basic rage
Cha: +0	Disable Device: +19 +1 or 2 in Dex rage -1 in Fatigue Can't in basic rage [Burglar: Does not spring trap unless fails by 10 or more]	Perception: +12 [+2 Trapfinding, +1 Danger Sense] Can't in basic rage	Swim: +6 +1 or 2 in Str rage -1 in Fatigue
	Disguise: [untrained] +0 +1 or 2 in Dex rage -1 in Fatigue Can't in basic rage [+10 with hat]	Profession Sailor: +14 Can't in basic rage	
	Escape Artist: +10 +1 or 2 in Dex rage -1 in Fatigue Can't in basic rage	Ride: [untrained] +6 +1 or 2 in Dex rage -1 in Fatigue	

Always on:

Darkvision: 60'

Eloquence: Spell failure from deafness reduced to 10%

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

Human and Orc Blood: Counts as both Human and Orc for any effect related to race.

Poison Minion: Any creature that hits with a bite attack is immediately exposed to Mawbane (ingested) poison. The save DC for this poison is Fortitude 15. Frequency 1/round for 4 rounds; effect 1d2 Constitution damage; cure 1 save.

Spider Climb: Climb Speed 20' 10 minutes per day

Trapfinding: A rogue can use Disable Device to disarm magic traps.

Captain: of the Otmscheniye Ghorza [40 crew plus Enae (first mate) and Rosie (gunner)]

Immediate Action:

Free actions:

May expend 1 **arcane pool** point to increase DC or Caster Level of a spell by +1

Swift actions:

Move actions:

Spend 1 **spell slot** as a move action, expending one use of **consume spells**, to restore 1 **arcane pool** point per level of the spell expended up to the maximum. [**Consume Spells**]
Spend 1 **arcane pool** as part of a move action to dimensionally slide up to 10' without provoking, up to once per round. [**Dimensional Slide**]

Standard actions:

Feint: Make a **Bluff** skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

Hat of Disguise

Sleeves of Many Garments

Melee:

Standard action:

+1 Sap: +11 to hit (19-20/x2) | 1d6+7 nonlethal Magic B Sneak +4d6+4 and 4 bleed, Flat footed Sneak +8d6+8 and 8 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit in Dex rage +1 or 2 damage in Dex rage -1 to hit and damage in Fatigue +2 Surprise attacks

Masterwork Dagger (Cold Iron or Silversheen): +10 to hit (19-20/x2) | 1d4 P/S Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit and damage in Str rage -1 to hit and damage in Fatigue +2 Surprise attacks

Bite: +10 to hit (20/x2) | 1d4 B/P/S Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit and damage in Str rage -1 to hit and damage in Fatigue +2 Surprise attacks

Full Round action attacks 1 & 2:

Two +1 Sap2: +9/+9 to hit (19-20/x2) | 1d6+7 nonlethal Magic B / 1d6+4 nonlethal Magic B Sneak +4d6+4 and 4 bleed, Flat footed Sneak +8d6+8 and 8 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit in Dex rage +1 or 2 damage in Dex rage -1 to hit and damage in Fatigue +2 Surprise attacks

Masterwork Dagger (Cold Iron / Silversheen): +8/+8 to hit (19-20/x2) | 1d4 P/S / 1d4 P/S Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit and damage in Str rage -2 to hit and damage in Fatigue +2 Surprise attacks

2nd Attack Bite: +8 to hit (20/x2) | 1d4 B/P/S Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit and damage in Str rage -1 to hit and damage in Fatigue +2 Surprise attacks

Full Round action attack 3:

3rd Attack Bite: +5 to hit (20/x2) | 1d4 B/P/S Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit and damage in Str rage -1 to hit and damage in Fatigue +2 Surprise attacks

Surprise attacks: During the surprise round, a rogue with this ability always considers opponents flat-footed, even if they have already acted. A rogue with this ability adds 1/2 her rogue level to her sneak attack damage rolls made during the surprise round [+2].

Crowd Control: +1 to hit when adjacent to two or more enemies.

Ranged:

Standard action:

Sling: +10 to hit (20/x2) | 1d6 B 50' Sneak +4d6 and 4 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step +1 or 2 to hit in Dex rage +1 or 2 damage in Str rage -1 to hit and damage in Fatigue +2 Surprise attacks

Sap: +10 to hit (19-20/x2) | 1d6+4 nonlethal B 10' +1 or 2 to hit in Dex rage +1 or 2 damage in Dex rage Sneak +4d6+4 and 4 bleed, Flat footed Sneak +8d6+8 and 8 bleed 1 round Debilitating -2/-4 AC, Disoriented -2/-4 to hit, Hampered move 1/2 no 5' step -1 to hit and damage in Fatigue +2 Surprise attacks