

VERANTHEA CODEX

Master In Irons

BY LUIS LOZA



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KICKSTARTER

VERANTHEA CODEX

Master in Irons, Shoji Matsumo

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September 5th!

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PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



Master in Irons, Shojo Matsumo CR 8 — XP 4,800

Male human bloodrager (untouchable rager) 5/monk (teteri) 4

LN Medium humanoid (human)

Init +6; **Senses** Perception +5**DEFENSE****AC** 17, touch 16, flat-footed 14 (+1 armor, +2 Dex, +1 deflection, +1 dodge, +1 monk, +2 Wis, -2 rage, -1 chains)**hp** 99 (4d8+5d10+54)**Fort** +13, **Ref** +7, **Will** +9; +2 vs ally spells**Defensive Abilities** blood sanctuary, improved uncanny dodge; **SR** 13**OFFENSE****Speed** 40 ft.**Melee** unarmed strike +12/+8 (1d8+5)**Special Attacks** bloodrage (14 rounds/day), counter-grapple, staggering strike (DC 16), stunning fist (5/day, DC 16)**Space** 5 ft.; **Reach** 10 ft.**Bloodline** aberrant**TACTICS****Before Combat** If at all possible, the Master in Irons learns of and prepares for his opponents strength before battle. If he does not have time to prepare, he drinks potions of *fly* and *haste* to grant him extra mobility ensures his opponents cannot escape.**During Combat** The Master in Irons opens combat by bloodraging, using Spring Attack to close the distance between him and his quarry, utilizing his increased reach and Lunge to grapple foes from a safe distance. When facing multiple foes, Shojo pins and binds his original quarry in shackles as quickly as possible before fighting back against additional targets. He isn't opposed to using lethal force, but prefers to subdue opponents without killing them whenever possible.**Morale** While wholly dedicated to his ruler's cause, Shojo is no fool. When reduced to 25 hit points, he retreats from combat, making use of the knowledge he gained on his target to better equip himself with more appropriate potions for his next attempt.**STATISTICS****Str** 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +8; **CMB** +13 (+15 grapple); **CMD** 27**Feats** Dodge, Improved Grapple, Improved Initiative, Lunge, Mobility, Spring Attack, Stunning Pin, Toughness**Skills** Acrobatics +14, Climb +17, Knowledge (arcana)

+12, Perception +14, Spellcraft +12

Languages Common**SQ** fast movement, graceful grappler, *ki* pool (5 points, magic), maneuver training, vow of chains**Combat Gear** *potion of haste*, *potion of fly*, smokestick (2), tanglefoot bag (3), thunderstone (3); **Other Gear** *bracers of armor* +1, *brooch of shielding*, *cloak of resistance* +1, *hat of disguise*, *ring of protection* +1, masterwork backpack, belt pouch, silk rope, masterwork manacles (2), waterskin, 68 gp; **Attuned Gear** *boots of elvenkind*, *monk's robes* [+5 Acrobatics; +1 monk AC, +1 stunning fist/day, unarmed strike 1d10]**Base Statistics** When not raging, the Master's statistics are **AC** 19, touch 18, flat-footed 17; **hp** 81; **Fort** +9, **Will** +7; **Melee** unarmed strike +10 (1d8+3); staggering strike (DC 14); **Reach** 5 ft.; **Str** 16, **Con** 14; **CMB** +11; **Skills** Climb +15.***If playing in Urethiel using the full global rules in the *Veranthea Codex*, Shojo is one of the *Renshōu* and has an additional 5 points of spell resistance while bloodraging, making his SR 18 (SR 13 otherwise).

Life on the streets is simple, if one is willing to be a thief. Shojo Matsumo, born into a life of poverty on the streets of Kaihuan, the City of Blossoms, had no other choice. He was small as a child, and found it easy to steal across the rooftops and slip into and out of homes unnoticed. However, his body grew faster than his skills, and he quickly lost what he thought was his only advantage—and turned to relying on brute force where skill failed.

Shojo simply used his growing size and strength to overwhelm anyone unwilling to part with their belongings, bringing his full fury to bear on any especially stubborn targets. He quickly gained a reputation in the underground as a brute: the best muscle money could buy, whether the coin was legitimate or stolen. Each job he was hired for was higher and higher in the city and without expecting it he was taken on for the biggest task of his life.

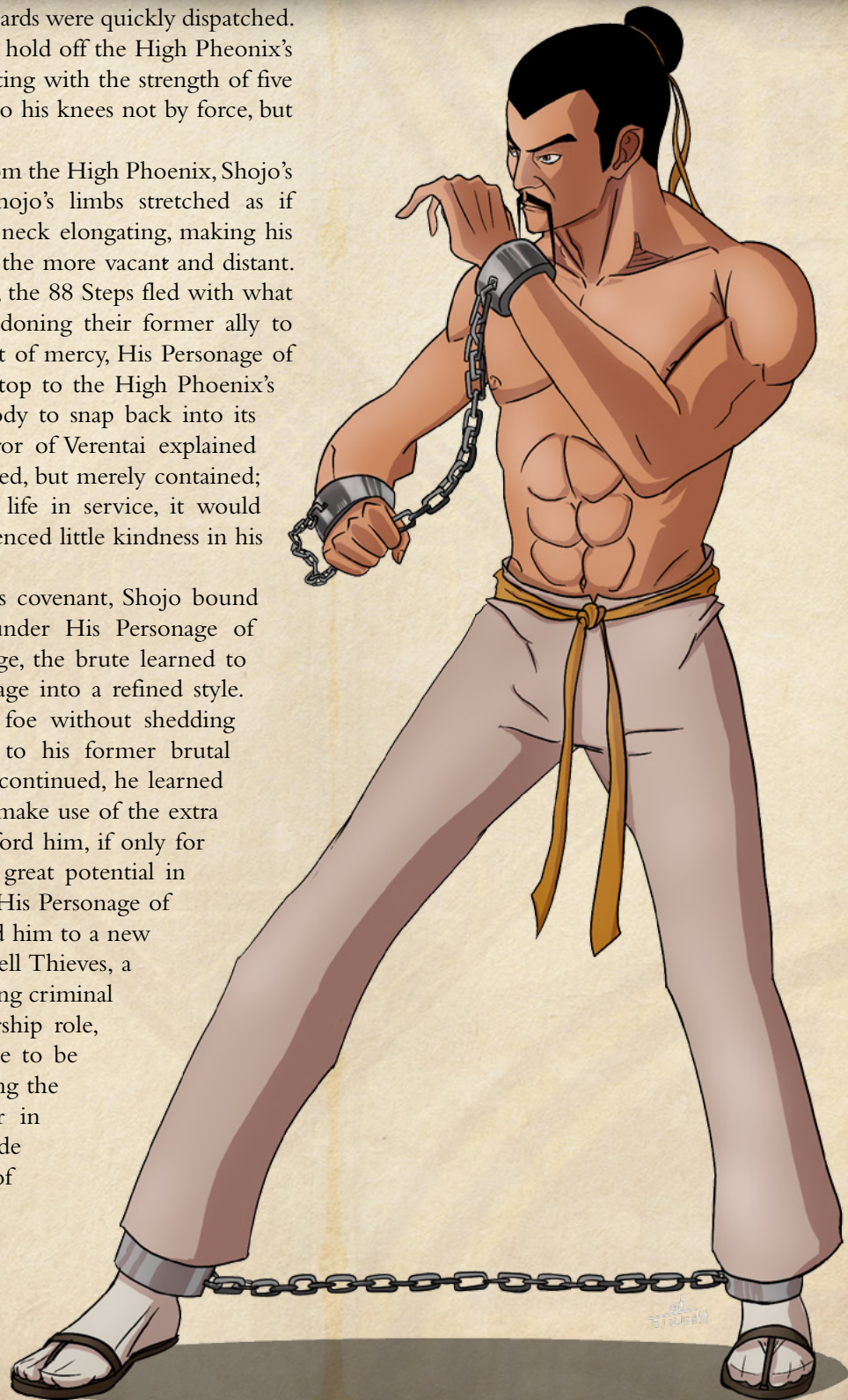
His Personage of Golden Fortitude was to meet with High Phoenix Lau-Yi in the shining jewel of Kaihuan, the Tower of Stigma. Halfway to the summit, Shojo and the 88 Steps Guild that had hired him lay in wait for the procession that was to pass by—and struck exactly as planned. Men burst through every window, screams rang out into



the skies above, and the guards were quickly dispatched. Shojo charged forward to hold off the High Phoenix's personal bodyguards, fighting with the strength of five men only to be brought to his knees not by force, but by knowledge.

With a single curse from the High Phoenix, Shojo's body began to warp. Shojo's limbs stretched as if trying to escape him, his neck elongating, making his screams of pain sound all the more vacant and distant. With Shojo incapacitated, the 88 Steps fled with what treasure they could, abandoning their former ally to his fate. In a rare moment of mercy, His Personage of Golden Fortitude put a stop to the High Phoenix's curse allowing Shojo's body to snap back into its proper shape. The emperor of Verentai explained that the curse was not lifted, but merely contained; should Shojo pledge his life in service, it would remain so. Having experienced little kindness in his life, Shojo agreed.

To remind him of his covenant, Shojo bound himself in chains and under His Personage of Golden Fortitude's tutelage, the brute learned to focus his mind and his rage into a refined style. He learned to disable a foe without shedding blood, in stark contrast to his former brutal methods. As his training continued, he learned to tap into his curse and make use of the extra reach his longer limbs afford him, if only for a few moments. Finding great potential in his unique fighting style, His Personage of Golden Fortitude assigned him to a new special squadron—the Spell Thieves, a group tasked with capturing criminal spellcasters. In this leadership role, Shojo has become a force to be reckoned with, and earning the honorary title of Master in Irons, finding not just pride but pleasure in the theft of men.



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