

VERANTHEA CODEx

Master In Irons

BY LUIS LOZA

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Back Our Project On

KICKSTARTER

VERANTHEA CODEX

Master in Irons, Shojo Matsumo

Author: Luis Loza

Editor: Michael McCarthy

Artist: Nathanael Batchelor

Graphics: Justin Andrew Mason

Layout: Justin Gagen

Cover Background: Jack Holliday ([Image Portfolio Platinum Edition 27](#))

Master in Irons, Shojo Matsumo.....	1
Statistics	1
History.....	2
OGL.....	3



KICKSTARTER Friday
September 5th!

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc..

See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License.

See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.



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

Male human bloodrager (untouchable rager) 5/monk (totori) 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.

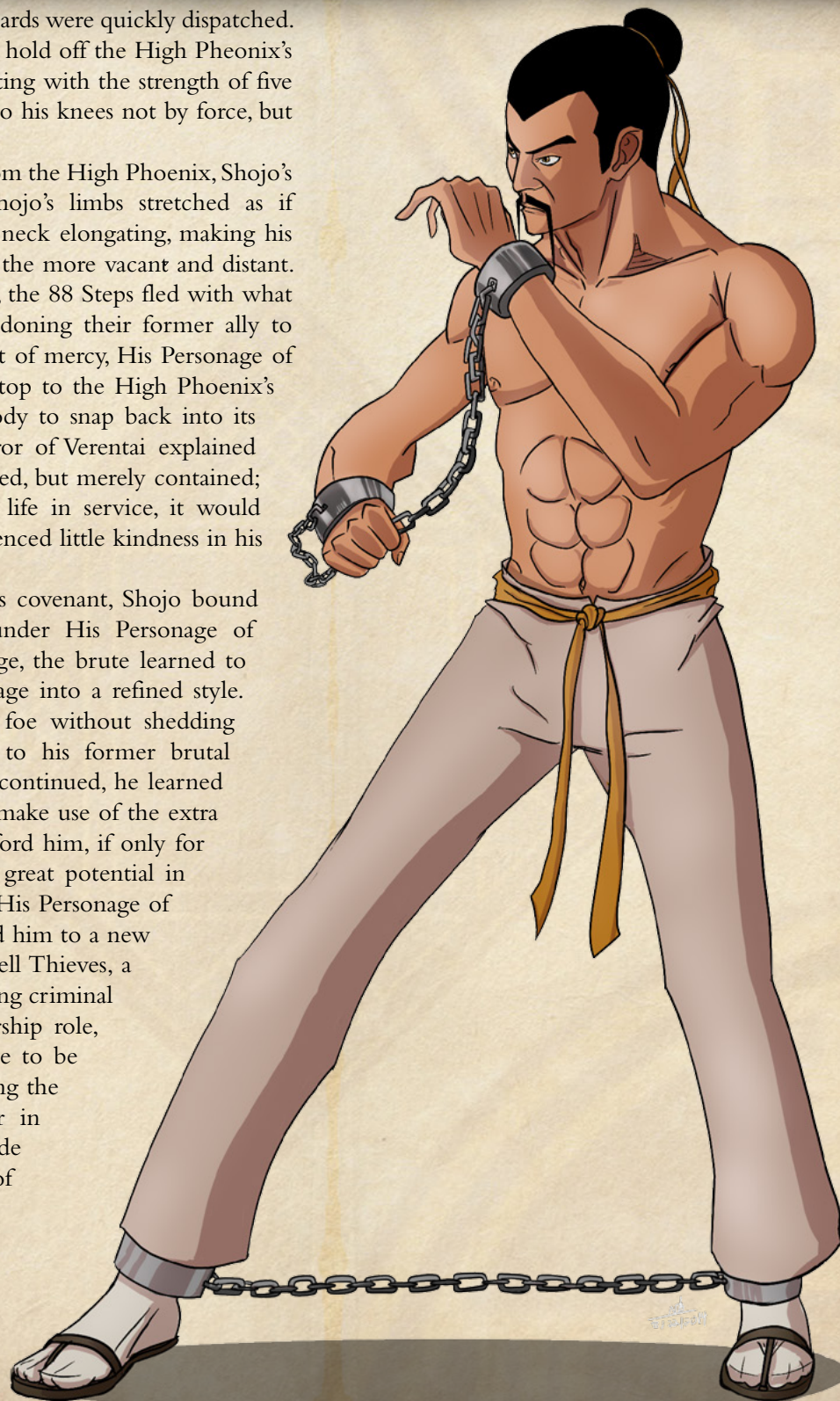
His Personage of Golden Fortitude was to meet with High Phoenix Lau-Yi in the shining jewel of Kaihuan, the Tower of Stigma. Halfway to the summit, Shojo and the 88 Steps Guild that had hired him lay in wait for the procession that was to pass by—and struck exactly as planned. Men burst through every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



the skies above, and the guards were quickly dispatched. Shoji 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, Shoji's body began to warp. Shoji'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 Shoji 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 Shoji's body to snap back into its proper shape. The emperor of Verentai explained that the curse was not lifted, but merely contained; should Shoji pledge his life in service, it would remain so. Having experienced little kindness in his life, Shoji agreed.

To remind him of his covenant, Shoji 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, Shoji 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.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.



15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Veranthea Codex: Beztekorps Prestige Class © 2014, Rogue Genius Games Inc. Author: Mike Myler.

Veranthea Codex: Braxthar Grimdrahk, Scientific Innovator Alchemist © 2014, Rogue Genius Games Inc. Author: Brian Monster.

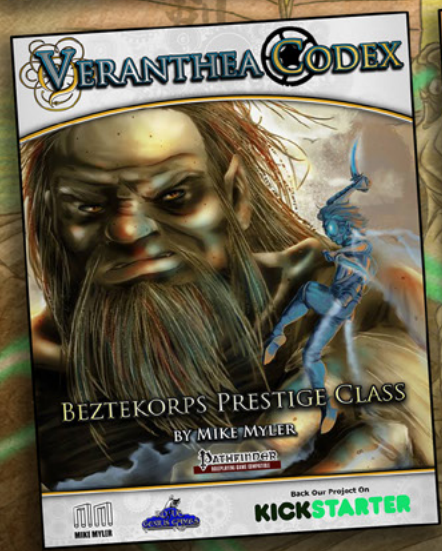
Veranthea Codex: The Master in Irons © 2014, Rogue Genius Games Inc. Author: Luis Loza.

Veranthea Codex: Top Pilot Spoony Jawz © 2014, Rogue Genius Games Inc. Author: Colin Stricklin.

VERANTHEA CODEx

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CHECK OUT OUR KICKSTARTER
& GET 4 FREE PREVIEW BOOKS!



WWW.VERANTHEACODEX.COM



Back Our Project On
KICKSTARTER