

## Kujo the Butcher (aka Kujo the Cannibal)

*"I'm going to flay you alive and use your guts as chum!"*

There are few pirates more feared throughout the Inner Sea than the one known as Kujo the Butcher. Infamous for his vicious and bloody fighting style as well as his excessive cruelty, Kujo revels in the violent dismemberment of his foes, never missing a chance to put on an especially gruesome display for enemies and allies alike. Many are the stories in which he slowly carved into his prisoners with his many knives or consumed their flesh in an orgy of blood.

Though many a jest and rumor claim that Kujo has shark blood in his veins, few outside of his immediate crew are aware of Kujo's heritage as one of the abominable seascarred—distant cousins to true weresharks. He is loath to reveal this secret to outsiders and is quick to devour anyone who might question him on the matter. Kujo has always felt an almost spiritual connection with the ocean and, like most seascarred, makes his living on or near the open sea (as a pirate in his case, or as a butcher when the need to lay low arises). The sea is his god and it constantly demands sacrifice and blood-stained waters, and Kujo is all too happy to oblige.

Nearly as famous as Kujo himself, is the giant hooked axe he always carries with him. Called “Wavesplitter,” the axe is said to have been a war trophy taken from a river giant lord with which Kujo once had a dispute. After butchering its former owner, Kujo had the axe head fitted to a heavy haft sized for him and modified to look especially menacing, to better fit his frightening personality. He even went so far as to hang a stylized ribbon made of its former owner’s scalp from its haft—a constant reminder to all that none are too big to be cut down to size.



## Kujo the Butcher

Male seascarred unchained rogue 9 (scout, thug)  
CE Medium humanoid (shapechanger, skinwalker)  
**Init** +2; **Senses** low-light vision; Perception +15  
**Languages** Common

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### DEFENSE

**AC** 22, touch 13, flat-footed 20 (+8 armor, +1 deflection, +2 Dex, +1 natural)  
**hp** 83 (9 HD)  
**Fort** +7, **Ref** +10, **Will** +6  
**Defensive Abilities** evasion

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### OFFENSE

**Speed** 30 ft. (6 squares)  
**Melee** +1 *debilitating butchering axe* +14/+9 (3d6+9/×3)  
**Ranged** mwk kitchen knife +9 (1d4+6/19-20)  
**Special Attacks** debilitating injury, finesse training (dagger), frightening, scout's charge, skirmisher, sneak attack +5d6  
**Spell-Like Abilities** (CL 9<sup>th</sup>; Concentration +11)  
3/day – *charm animal* (aquatic animals only)

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### STATISTICS

**Abilities** Str 22 (+6), Dex 14 (+2), Con 14 (+2), Int 8 (–1), Wis 12 (+1), Cha 14 (+2)  
**Base Atk** +6; **CMB** +12 (+16 disarm with hooked axe); **CMD** 25  
**Feats** Dazzling Display, Disheartening Display, Exotic Weapon Proficiency (butchering axe<sup>B</sup>), Flensing Strike, Intimidating Prowess, Violent Display, Weapon Finesse<sup>B</sup>, Weapon Focus (butchering axe<sup>B</sup>)  
**Skills** Intimidate +19 (+15 with change shape), Perception +15, Profession (butcher) +13, Profession (sailor) +13, Stealth +12, Survival +13, Swim +16; **Armor Check Penalty** –2; **Racial Bonuses** +2 Perception and Swim  
**SQ** change shape (7/day), rogue's edge (intimidate), rogue talents (bleeding attack, combat trick, terrain mastery: aquatic, weapon training), traits (bloodthirsty, bully)  
**Combat Gear** *potions (enlarge person 3)*; **Other Gear** +1 *debilitating butchering axe* with *effortless lace*, +2 *mithral four-mirror armor*, *amulet of natural armor* +1, *belt of giant strength* +4, *cloak of resistance* +2, cooking kit, *mark of the grinning skull*, *ring of protection* +1, spring-loaded wrist sheathes (2), tender (47gp)  
**Encumbrance** light 173 lb., medium 346 lb., heavy 520 lb.; **Weight Carried** 68 lb. 12 oz. (excluding tender)

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### SPECIAL ABILITIES

**Bloodthirsty** Whenever you make an attack that reduces a foe to 0 hit points or fewer or you confirm a critical hit, your attack deals 1 additional point of damage. The additional damage is a trait bonus, and is multiplied by your weapon's critical hit multiplier.

**Brutal Beating (Ex)** Whenever you deal sneak attack damage, you can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to ½ your rogue level. This ability does not stack with itself—only the most recent duration applies.

**Bully** You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

**Change Shape** You can change shape into a bestial form as a standard action. In bestial form, you gain a +2 racial bonus to Constitution. While in this form, you also take on an animalistic feature that provides a special effect. Each time you assume bestial form, you can choose to gain one of the following features: bite attack (1d6), ferocity, swim 30 ft., or water breathing. The racial ability score bonus and additional feature last as long as you remain in that form, and you can remain in bestial form for as long as you want. While in bestial form, you take a –4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype. You can return to your humanoid form as a swift action. To change forms and gain a different benefit, you must first return to your humanoid



form then use your shapechange ability again. You can shapechange into bestial form a number of times per day equal to  $3 + \frac{1}{2}$  your character level.

**Debilitating Injury (Ex)** Whenever you deal sneak attack damage to a foe, you can also debilitate the target of your attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). You can choose to apply any one of the following penalties when the damage is dealt.

*Bewildered:* The target becomes bewildered, taking a  $-2$  penalty to AC (or a  $-3$  penalty with a *debilitating* weapon). The target takes an additional  $-2$  penalty to AC against all attacks made by you.

*Disoriented:* The target takes a  $-2$  penalty on attack rolls (or a  $-3$  penalty with a *debilitating* weapon). In addition, the target takes an additional  $-2$  penalty on all attack rolls it makes against you.

*Hampered:* All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

**Evasion (Ex)** If you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion while helpless.

**Finesse Training (Ex)** You gain Weapon Finesse as a bonus feat. In addition, you can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever you make a successful melee attack with the selected weapon, you add your Dexterity modifier instead of your Strength modifier to the damage roll. If any effect would prevent you from adding your Strength modifier to the damage roll, you do not add your Dexterity modifier.

**Frightening (Ex)** Whenever you successfully use Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, you can instead decide to make the target frightened for 1 round.

**Rogue's Edge (Ex)** You have mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill.

*Intimidate:* If you exceed the DC to demoralize a target by at least 10, it is frightened for 1 round and shaken thereafter. The total duration cannot exceed 1 round plus 1 round for every 5 by which you exceed the DC. A Will save (DC = 10 + your number of ranks in Intimidate) negates the frightened condition, but the target is still shaken, even if it has the stalwart ability.

**Scout's Charge (Ex)** Whenever you make a charge, your attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

**Skirmisher (Ex)** Whenever you move more than 10 feet in a round and make an attack action, the attack deals sneak attack damage as if the target was flat-footed. If you make more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

**Sneak Attack** Your attack deals an extra 5d6 damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit. With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual  $-4$  penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with total concealment.

**Terrain Mastery (Ex)** You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when you are in aquatic terrain (above and below the surface). While

traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).