

Hero Name: Randr Lagmann, Esquire; Player Name: Scott David Gray; PFS #: 14034-61;
Class: Cleric; Favored Class: Cleric; Archetypes: Asmodean Advocate, Valet; Starting Wealth: 150 gp
Race: Dwarf; Alignment: Lawful Neutral; Deity: Asmodeus; Faction: The Exchange; languages:
Hallit, Infernal; Race Traits: Industrious Urbanite, Magic Resistant, Rock Stepper
Strength: 13; Dexterity: 12; Constitution: 14/16; Intelligence: 14; Wisdom: 13/15; Charisma: 12/10
Domain: Trickery; Familiar Snake Viper – שח; Archetype Valet; 1 Perform (Acts of Debauchery)
Weapons: Sling (0), Sickle (6), Heavy Mace (12)
Armor: Scale Mail (50)
Gear: Cleric's Vestments (free), Masterwork Tool (Profession Barrister) (50), Spell Component pouch
(5), Iron Unholy Symbol (Asmodeus) (5), Belt Pouch (1), Flint and Steel (1), 18 gp
Gender: Male; Age: 65; Height: 50"; Weight: 185 lbs; Hair: Dark; Eyes: Blue; Skin: Pale
Personal Background:

Randr was born in Brevoy, on the 25th day of Desnus in 4653.

In 4699, Randr's mother, Kätilvi, was a dwarven smith who sold many arms to a number of young men who turned out, later, to have been involved in rebellion against the new king, King Noleski Surtova. She incurred a 1500 gold piece fine.

Randr's father, Hjälrm, a dwarven law-speaker, made the mistake of protesting the fine in the courts. It did not take long before Hjälrm, Kätilvi, and Randr fled for the free city of Mivon in the River Kingdoms.

For almost two decades, the family worked to reestablish itself in Mivon. It took a long time for Randr and his father, as they were practicing law-speakers, who took some time to gain credibility and establish themselves in the chaotic courts of Mivon.

During those years, Randr became bitter in the family tradition of following Kols. In the courts of Mivon, he learned how easily twisted politicians could and would corrupt any law that relied on personal honor; and determined that the interests of his clients could only be served by also leaning on the letter of the law rather than the spirit.

An Asmodean lawyer named Josina instructed Randr in the law, and introduced Randr to the rites of Asmodeus. Randr was at first aghast at devil summoning, but came to respect Josina's Chelaxian argument -- that it is better to bind and enslave devils with magic than to let those devils roam free. With the zeal of the convert, Randr joined the Asmodean church and became a priest of the Prince of Law.

Randr's career took a great leap forward in 4718, when he joined the firm of Murescu, Oprea, and Calitier, LLC. Randr was quickly made a partner when he landed the lucrative Pathfinder Society contract; of course, to seal the deal, Randr had to agree to join the Pathfinder Society.

01 Cleric 01: Favored Class Bonus: +1 Hit Point; Appraise 0, Disguise +1, Intimidate +1, Knowledge Religion 0, Linguistics 0, Perception +1, Profession Barrister +1, Profession Torturer 0, Spellcraft 0; Skill Focus (Profession Barrister)

02 Fighter 01: Archetype: Varisian Free-Style Fighter; Appraise 0, Disguise 1, Intimidate +2, Knowledge Religion 0, Linguistics +1 (Polyglot), Perception +2, Profession Barrister +2, Profession Torturer 0, Spellcraft 0; Items: Unholy Symbol Tattoo (Asmodeus) (100), Traveler's Any-tool (250), Wayfinder (250), Darkwood Tower Shield (630)

03 Cleric 02: Favored Class Bonus: +1 Hit Point; Appraise 0, Disguise 1, Intimidate +3, Knowledge

Religion 0, Linguistics 1, Perception +3, Profession Barrister +3, Profession Torturer +1, Spellcraft 0; Prodigy (Profession Barrister, Profession Torturer); Items: Trade Scale Mail for MW Full Plate (1625)

04 Cleric 03: +1 Wis (16); Favored Class Bonus: +1 Hit Point; Appraise 0, Disguise 1, Intimidate +4, Knowledge Religion +1, Linguistics 1, Perception +4, Profession Barrister +4, Profession Torturer 1, Spellcraft 0; Level 2 spells; 2d6 Channel; Items: Masterwork Heavy Mace (312), Wand Infernal Healing (750), Upgrade Full Plate to +1 (1000), upgrade Tower Shield to +1 (1000)

05 Cleric 04: Favored Class Bonus: +1 Hit Point; Appraise 0, Disguise 1, Intimidate +5, Knowledge Religion 1, Linguistics 1, Perception +5, Profession Barrister +5, Profession Torturer 1, Spellcraft +1; Toughness; Items; Magenta Cracked Prism Ioun Stone (800), Cloak of Resistance +1 (1000), Pearl of Power 1st level (1000), Boots of the Cat (1000), Hat of Disguise (1800)

06 Cleric 05: Favored Class Bonus: +1 Hit Point; Appraise +1, Disguise 1, Intimidate 5, Knowledge Religion 1, Linguistics +2 (Terran), Perception +6, Profession Barrister +6, Profession Torturer 1, Spellcraft 1; Level 3 spells; 3d6 Channel; Items: Ring of Protection +1 (2000), Amulet of Natural Armor +1 (2000)

07 Cleric 06: Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate ++7, Knowledge Religion 1, Linguistics 2, Perception +7, Profession Barrister +7, Profession Torturer 1, Spellcraft 1; Antagonize; Items: Upgrade Full Plate to +2 (3000), Upgrade Tower Shield to +2 (3000)

08 Cleric 07: +1 Wis (17); Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate +8, Knowledge Religion 1, Linguistics +3 (Celestial), Perception +8, Profession Barrister +8, Profession Torturer 1, Spellcraft 1; Level 4 spells; 4d6 Channel; Items: Upgrade Cloak of Resistance to +2 (3000), Belt of Mighty Constitution +2 (4000), Headband of Inspired Wisdom +2 (4000)

09 Cleric 08: Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate +9, Knowledge Religion +2, Linguistics 3, Perception +9, Profession Barrister +9, Profession Torturer 1, Spellcraft 1; Upgrade familiar to Imp – [um](#); Sage Archetype; 3 Acrobatics, 3 Fly, 3 Knowledge Arcana, 3 Knowledge Planes, 2 Knowledge Religion, 8 Perception, 8 Perform (Acts of Debauchery), 8 Profession (Barrister), 2 Spellcraft, 8 Use Magic Device, Aquan, Draconic, Dwarven, Ignan, Tien; Cry Challenge; Items: Dusty Rose Prism Ioun Stone (5000), Upgrade Full Plate to +3 (5000)

10 Cleric 09: Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate +10, Knowledge Religion +3, Linguistics 3, Perception +10, Profession Barrister +10, Profession Torturer 1, Spellcraft 1; Level 5 spells; 5d6 Channel; Items: Upgrade Tower Shield to +3 (5000), Upgrade Ring of Protection to +2 (6000), Upgrade Amulet of Natural Armor to +2 (6000), Upgrade Full Plate to +4 (7000), Upgrade Tower Shield to +4 (7000), Upgrade Full Plate to +5 (9000)

11 Cleric 10: Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate +11, Knowledge Religion +4, Linguistics 3, Perception +11, Profession Barrister +11, Profession Torturer 1, Spellcraft 1; Divine Interference; Items: Upgrade Belt of Mighty Constitution to +4 (12000), Upgrade Headband of Inspired Wisdom to +4 (12000)

12 Cleric 11: +1 Wis (18); Favored Class Bonus: +1 Hit Point; Appraise 1, Disguise 1, Intimidate +12, Knowledge Religion +5, Linguistics 3, Perception +12, Profession Barrister +12, Profession Torturer 1, Spellcraft 1; Level 6 spells; 6d6 Channel