

Name: Vasile Rusu **PFS #:** 14034-57

Initiative: +4 [-1 if fatigued]

AC: 30 (Touch 16, FF 28) [-2 to Armor Class during Rage] [-1 to Armor Class if protecting Chosen Ally] [-1 if fatigued] | Smite Evil +4 (+4, +4)

CMB: +24 [+2 during rage] [-1 if fatigued]

CMD: 39 (FF 37) [+2 during rage] [-1 if fatigued]

Fort: +26 [+2 during rage] (+2 vs poison)

Reflex: +17 [-1 if fatigued] (+2 vs poison)

Will: +20 [+2 during rage] (+2 vs poison)

BAB: +15/10/5 **Speed:** 30' **Languages:** Skald, Taldane **Performance Combat:** +7

Skills:

Str: +8 [+2 during rage] [-1 if fatigued]	Acrobatics: +1 [untrained] [-1 if fatigued]	Handle Animal: +11 [Not in Rage]	Perception: +20 [Trapfinding +2]
Dex: +2 [-1 if fatigued]	Appraise: +0 [untrained] [Not in Rage]	Heal: +3	Perform acts of viking barbarity and raiding: +8 [Not in Rage]
Con: +6 [+2 during rage]	Bluff: +7 [untrained] [Not in Rage]	Intimidate: +11	Ride: +1 [untrained] [-1 if fatigued]
Int: +0	Climb: +8 [untrained] [+2 during rage] [-1 if fatigued]	Knowledge Arcana: +0 [untrained] [Seeker Lore: +4 vis Detect Undead, Lesser Restoration] [Not in Rage]	Sense Motive: +5
Wis: -1	Diplomacy: +26 [Not in Rage] (010: +2 v Fey)	Knowledge Dungeoneering: +4 [Not in Rage]	Spellcraft: +4 [Seeker Lore: +4 vis Detect Undead, Lesser Restoration] [Not in Rage]
Cha: +7	Disable Device: +24 [Not in Rage] [-1 if fatigued] [+5 Competence Bonus to disarm traps]	Knowledge Nature: +0 [untrained] [Not in Rage] (010: +1 v Fey)	Stealth: +1 [untrained] [Not in Rage] [-1 if fatigued]
	Disguise: +7 [untrained] [Not in Rage]	Knowledge Nobles: +5 [Not in Rage]	Survival: +1 [untrained] (+2 to avoid becoming lost)
	Escape Artist: +1 [untrained] [Not in Rage] [-1 if fatigued]	Knowledge Planes: +0 [untrained] [Not in Rage] (004: +2 v Demons, as trained)	Swim: +7 [untrained] [+2 during rage] [-1 if fatigued]
	Fly: +1 [untrained] [-1 if fatigued]	Knowledge Religion: +4 [Not in Rage]	

HP: 218 [+32 during Rage]

Limited Use Items: [No wands or scrolls during Rage]

8/12 Wand of Cure Light Wounds: OOOOO OOO 1d8+1 healing

50/50 Wand of Cure Light Wounds: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO 1d8+1 healing

50/50 Wand of Find Traps: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO

5/5 Wand of Cure Moderate Wounds: OOOOO 2d8+3 healing

10/10 Wand of Bless Weapon: OOOOO OOOOO treated as having +1 enhancement 1 minute for purposes of bypassing DR of evil or striking incorporeal creatures, weapon is good aligned, critical hits against evil are automatically confirmed

4/4 Wand of Stone Shape: OOOO You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

4/4 Wand of Freedom of Movement: OOOO Move and attack normally, 70 minutes

2 Scrolls Lesser Restoration: OO Removes Fatigue, cures 1d4 temp ability damage, removes fatigue or improves exhaustion to aftigue

4 Alchemist Fire: OOOO range increment 10', splash weapon, 1d6 fire damage and 1d6 each round, 1 pt splash

2 Acid Flask: OO range increment 10', splash weapon, 1d6 acid damage 1 pt splash

1 Gallon Applejack O

Per-scenario Abilities:

1 Reroll O

4 Trail Rations OOOO Bread

Per-day Abilities:

1 Deadeye's Spotter Ring O Cast the Animal Messenger spell

1 Boots of the Earth O After changing shoes – fast healing 1drawing strength from the earth, +4 CMD vs Bull Rush, Reposition, and Trip

2 Divine Bond OO 10 minutes +2 to bonded weapon incl Defending, Flaming, Merciful, Merciful

1 Bracers of the Merciful Knight O Add effect of lesser restoration to one use of Lay on Hands

4 Smite Evil OOOO +4 to hit, +11 damage vs evil (+22 vs certain evil types on first hit)

3 Winged Boots OOO Fly five minutes as per spell

4 Martial Flexibility: OOOO Move action

8 Channel Energy OOOOO OOO 5d6+1 (DC 19)

17 Lay on Hands OOOOO OOOOO 7d6+1, Mercy Fatigue, Staggered, Poisoned

1 Lay on Hands (Miracle Worker) O 3d6+1

16 Rage OOOOO OOOOO OOOOO O +4 Strength, +4 Constitution, +2 Will saves, some forbidden actions, fatigued for a number of rounds equal to length of rage, once rage is done

Oracle CL: 4 DC: 14 + Spell Level Concentration: +12 [No spellcasting during Rage] **SR: +8**

Melee touch: +23 [-1 if fatigued] **Ranged Touch: +17** [-1 if fatigued]

Oracle level 0 spells (DC 14):

Create Water, Detect Magic, Guidance, Light, Read Magic, Stabilize

7 Oracle level 1 spells (DC 15): OOOOO OO

Bless, Cure Light Wounds [+1 extra point], Detect Undead, Endure Elements, Protection from Evil

4 Oracle level 2 spells (DC 16): OOOO

Cure Moderate Wounds [+1 extra hit point], Grace, Lesser Restoration

Per-rage abilities:

1 Smasher O Bonus for sundering items, ignore object's hardness

Per-round rage abilities:

1 Knockback O Special bull-rush, replaces one attack, no AoO, damage = strength modifier

Always on:

Aura of Courage: Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Resolve: Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm spells and spell-like abilities. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Blessed Touch: +1 extra point of healing when casting a Cure spell, Channeling, or using Lay on Hands.

Combat Reflexes: 3 AoO per round, can take AoO when flat-footed

Darkvision 60', blind past 60', Immune to Disease, Immune to Fear, Immune to Charm spells and spell-like abilities.

Deathwatch: For any creature seen, see if it is dead, fragile (<4 hp), fighting off death (wounded =<4 hp), undead, or not alive or dead (construct).

Life link: At start of turn, any bonded person with active link missing 5 hp or more heals 5 hp.

Moderate aura of Good

Purifier: +3 to caster level checks to remove a curse, disease, or other condition. Apply this benefit when others attempt caster level checks to remove such conditions from you.

Seeker lore: +4 on Knowledge Arcana and Spellcraft checks vis bonus spells (Detect Undead, Lesser Restoration, Neutralize Poison, Restoration, Breath of Life, Heal, Greater Restoration, Mass Heal, True Resurrection)

Trapfinding

Immediate Action:

End as many active Life Links as wanted

Free actions:

Power Attack: +0/-4/-4 to attack, +12 to damage (-3/-3/-3 to hit and +8 to damage with 1h weapon)

Enter Rage if not Fatigued or Exhausted – +4 Strength +4 Constitution +2 Will saves; may not use certain skills; Choose an ally – cannot change designated ally during Rage – that ally gets a +1 to AC and the guard a -1 to AC whenever the guard and ally are adjacent; Once per Rage may ignore hardness when sundering or breaking an item; once per round while in rage may replace one attack with a "knockback," a bull rush that provokes no attacks of opportunity and delivers strength damage to the enemy if successful, and the barbarian does not have to move with the target

When Raging and next to a Chosen Ally, may reduce own AC by -1 and grant Ally +1 Dodge Bonus on AC and Reflex saves

End Rage, fatigued 2 rounds per round of Rage

Swift actions:

Grace spell

Lay on Hands [Self]: Spend a use of Lay on Hands, heal 7d6+1

Smite Evil: Spend a use of smite, target a foe within sight. If that foe is evil: +4 to hit (Cha) +11 damage (Lvl) +4 (Cha) AC vs the target of the smite; if target is an outsider with the evil subtype, an evil aligned dragon, or undead, +11 damage (2xLvl) on the first successful attack.

Cast **Grace** as a second level spell

Move actions:

Detect Evil 60', on one object or individual

Use Martial Flexibility

Standard:

Create a life link bond with up to four targets. Bond goes away if distance between two becomes 140 feet or more.

Light spell from Wayfinder.

Lay on Hands [Other]: Spend a use of Lay on Hands, heal 6d6+1, remove Fatigue and staggered condition

Transform +1 Keen Adamantine Transformative Bardiche into any other form. Good ones:

Falchion 2d4 S (15-20/x2)

Heavy Flail 1d10 B (17-20/x2) Disarm, Trip

Greatsword 2d6 S (17-20/x2)

Lucerne Hammer 1d12 BorP (19-20/x2) Brace, Reach

Scythe 2d4 PorS (19-20/x4) Trip

EXOTIC: Fauchard 1d10 S (15-20/x2) Reach, Trip

Use two uses of **Lay on Hands** to use The **Power of Light**. For one minute a nimbus of light persists in a 30' radius around the paladin. All allies in that radius, who remain in the light, gain a +1 morale bonus to attack rolls, damage rolls, AC, and saving throws vs Fear. 1X / day person within light is healed 1d4 points of ability damage.

Spend one use of **Channel Energy** to heal in a 30' radius (all that can be healed heal 5d6+1 hit points), or harm undead in a 30' radius. The Will DC of this ability is 18, to halve damage.

Once per rage during **rage**, may replace one standard action or attack with a special sunder attempt that ignores hardness

Once per round during **rage**, can replace one melee attack with **Knockback** special bull rush attempt and add strength damage

Adamantine Magic +3 Keen Transformative Bardiche: +26/+21/+16 to hit 1d10+12 S Brace, Reach (17-20/x2)

Masterwork Cold Iron Heavy Flail: +23/+18/+13 to hit 1d10+12 B Disarm, Trip (19-20/x2)

Bardiche: +23/+18/+13 to hit 1d10+12 S Brace, Reach (19-20/x2)

Guisarme: +23/+18/+13 to hit 2d4+12 P Reach (20/x3)

Gauntlet: +23/+18/+13 to hit 1d3+8 B (20/x2)

Unarmed Strike (no AoO): +23/+18/+13 to hit 1d6+8 B (20/x2) lethal or non-lethal

Maneuver: CMB +24 - if flanking can forgo the +2 flank bonus to avoid any AoO from performing the maneuver; if has maneuver allowing the maneuver to be performed without triggering an AoO the flank bonus rises to +4.

Non action: **Power Attack: -0/-4/-4** to attack with 2h weapon, -4/-4/-4 w 1h weapon, +12 to damage with 2h weapon, +8 to damage with 1h weapon

Non-action: Standing bonus: +1 on weapon damage rolls against creatures with the demon subtype (Siege-Hardened, 012)

Free action: **Rage: +2** to attack or CMB, +3 to damage with 2h weapon, +2 to damage with 1h weapon

Swift action: **Smite: +4** to attack or CMB vs evil, +11 to damage [+11 more on 1st^t swing against undead, evil dragon, evil outsider]

Standard Action: **Divine Bond Weapon** +2 to attack, +2 to damage (good for DR on +1 weapon)

Standard Action: **Divine Bond Weapon Defending** May reduce to hit and damage by +1, for +1 to AC

Standard Action: **Divine Bond Weapon Flaming** +1d6 fire damage

Standard Action: **Divine Bond Weapon Merciful** +1d6 damage, all damage is merciful

Fatigued: -1 to attack or CMB, -2 to damage with 2h weapon, -1 to damage with 1h weapon

Long:

Lesser Restoration spell (3 rounds)

Martial Flexibility:

- Battle Cry: Let out a cry that grants allies a +1 bonus on attack rolls and +4 bonus on saves against fear [Advanced Class Guide]
- Belier's Bite: +1d4 bleed damage with unarmed strikes [Companion: Empire of Devils]
- Blind Fight: Reroll miss chances for concealment [Core Rulebook]
- Bloody Assault: Trade melee attack bonus for bleed damage [Advanced Player's guide]
- Catch Off-Guard: No penalties for improvised melee weapons. Unarmed opponents flat-footed against attacks from improvised melee weapons. [Core Rulebook]
- Channel Smite Channel energy through your attack [Core Rulebook]
- Cleave: Make an additional attack if the first one hits [Core Rulebook]
- Critical Focus: +4 bonus on attack rolls made to confirm critical hits [Core Rulebook]
- Crusader's Fist: May use lay on hands upon successful unarmed strike [Ultimate Combat]
- Dazing Assault: You can daze foes with wild attacks. (-5 each roll, DC 21 Fort or dazed anyone hit) [Core Rulebook]
- Death from Above: Gain +5 bonus on attack rolls when charging from higher ground or flying [Ultimate Combat]
- Death or Glory Gain +4 on attack, damage, and critical rolls vs. Large or larger opponents [Ultimate Combat]
- Dedicatad Adversary: (Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox]
- Distance Thrower: Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- Dodge: +1 dodge bonus to AC [Core Rulebook]
- Exotic Weapon Proficiency [Core Rulebook]
- Footslasher: Standard action reduce enemy speed. [Campaign Setting: Rival Guide]
- Improved Bull Rush: +2 bonus on bull rush attempts, no attack of opportunity [Core Rulebook]
- Improved Dirty trick: +2 bonus on dirty trick attempts, no attack of opportunity [Advanced Players guide]
- Improved Disarm: +2 bonus on disarm attempts, no attack of opportunity [Core Rulebook]
- Improved Drag: +2 bonus on drag attempts, no attack of opportunity [Advanced Players guide]
- Improved Grapple: +2 bonus on grapple attempts, no attack of opportunity [Core Rulebook]
- Improved Initiative: +4 bonus on initiative checks [Core Rulebook]
- Improved Overrun: +2 bonus on overrun attempts, no attack of opportunity [Core Rulebook]
- Improved Reposition: +2 bonus on reposition attempts, no attack of opportunity [Advanced Players guide]
- Improved Shield Bash: Keep your shield bonus when shield bashing. [Core Rulebook]
- Improved Sunder: +2 bonus on sunder attempts, no attack of opportunity [Advanced Players guide]
- Improved Trip: +2 bonus on trip attempts, no attack of opportunity. [Core Rulebook]
- Martial Dominance Intimidate with martial training and on critical hits [Ultimate intrigue]
- Phalanx Formation When you wield a reach weapon with which you are proficient, allies don't provide soft cover to opponents you attack with reach. [Melee Tactics Toolbox]
- Point Blank Shot: +1 attack and damage on targets within 30 feet [Core Rulebook]
- Pummeling Style Combine your unarmed strikes together. [Advanced Class Guide]
- Rat Catcher Effective vs swarms [Heroes of the Streets]
- Shrug On As a full-round action, you can shrug yourself into the largest and most protective section of a suit of armor with which you are proficient. [Melee tactics Toolbox]
- Step Up: Take a 5-foot step as an immediate action [Core Rulebook]
- Throw Anything: No penalties for improvised ranged weapons [Core Rulebook]
- Uncivilized Tactics Prevent an opponent from using an arm or natural attack [Heroes of the Wild]
- Vital Strike Deal twice the normal damage on a single attack [Core Rulebook]
- Weapon Focus: +1 bonus on attack rolls with one weapon [Core Rulebook]
- Wingclipper: Confirmed Crit vs flying fells it instead of extra damage [Dragonslayer's Handbook]