

Hero name: Vasile Rusu; Player name: Scott David Gray; Pathfinder Society number: 14034-57
Favored Class: Paladin; Class: Paladin; Archetype: Warrior of the Holy light; 150 Starting cash
Race: Human Alignment: Lawful Good; Deity: Kurgess; Faction: Silver Crusade; Ethnicities:
Ulfen; +2 Ability Score: Strength

Ability Scores: 16 Str; 12 Dex; 16 Con; 10 Int; 8 Wis; 14 Cha

Skills: Diplomacy +1, Heal +1, Knowledge Nobles +1

Feats: Dirty Fighting, Toughness; Traits: Reactionary, Blessed Touch

Weapon: Guisarme (9); Armor: Studded Leather (25)

Gear: Backpack (2), 1 Gallon Applejack (0.4), Blanket (0.5), 2 Candles (0.02), 2 Candlesticks (0.02), Mess Kit (0.2), Pot (0.8), Rope (1), Soap (0.01), 4 Trail Rations (2), Belt Pouch (1), Flint and Steel (1), Earplugs (0.03), Masterwork lockpick (100), Whetstone (0.02), Wooden Holy Symbol for Kurgess (1), Spell Component pouch (5), Traveler's Outfit (free), Waterskin (1)

Gender: Male; Age 18; Height: 69", Weight: 175; Hair: Blond, Eyes: Blue, Skin: Pale

Description:

Vasile grew up Ulfen. As an Ulfen boy he learned traditional Ulfen culture -- a sense of comitatus that binds one person to behave with deference to others, with different requirements for those above him and those below him in a chain of command, for family members and for strangers, for friends and for foes.

Most of the men in Vasile's village were actually pretty harmless; mostly fishermen. But vikings are expected to raid and pillage, and every season the wives of the village always sent their men off to raid and pillage. Vasile is not really certain that the women actually care what the men do, but it's pretty obvious that they want their husbands out of their hair for a season every year.

So the men travel down the coast and "pillage." This ends up mostly being fair trade between the folks of coastal villages, and the vikings. The vikings provide a service -- transporting these other goods where they are most wanted. An unspoken part of the agreement is that the villages they visit always talk about the "terrible, vicious, northmen."

Vasile takes comitatus very seriously. Given his fear of Ulfen the women (especially Ragnhild, who has been trying to corner Vasile into marriage for a couple years), Vasile is glad that southerners are fascinated by tales of the North, and comitatus, and give Vasile jobs body-guarding.

Level 2: Oracle (Seeker) 1; Life Mystery; Clouded Vision Curse; Life Link; Spells 0 Create Water, Detect Magic, Light, Read Magic; Spells 1 Bless, Endure Elements; Skills Diplomacy 1, Disable Device ++2, Heal 1, Knowledge Nobles 1, Perception ++2, Sense Motive +1

Level 3: Brawler 1; Skills Diplomacy ++3, Disable Device +3, Heal 1, Knowledge Nobles 1, Perception +3, Sense Motive +2; Feat: Power Attack

Level 4: Paladin (Warrior of the Holy Light) 2; Strength +1; Skills Diplomacy +4, Disable Device +4, Heal 1, Knowledge Nobles 1, Perception +4, Sense Motive 2

Level 5: Oracle (Seeker) 2; Skills Diplomacy +5, Disable Device +5, Heal 1, Knowledge Nobles +2, Perception +5, Sense Motive +3; Spells 0 Stabilize; Feat: Extra Lay on Hands

Level 6: Paladin (Warrior of the Holy Light) 3; Mercy Fatigued; Skills Diplomacy +6, Disable Device +6, Heal 1, Knowledge Nobles 2, Perception +6, Sense Motive 3

Level 7: Ulfen Guard 1; Guard Dedication (Rage Power: Smasher); Skills Diplomacy +7, Disable Device +7, Handle Animal +1, Heal 1, Intimidate +1, Knowledge Nobles 2, Perception +7, Sense Motive 3; Feat: Extra Rage

Level 8: Paladin (Warrior of the Holy Light) 4; Strength +1; Skills Diplomacy +8, Disable Device +8, Handle Animal 1, Heal 1, Intimidate 1, Knowledge Nobles 2, Perception +8, Sense Motive 3

Level 9: Oracle (Seeker) 3; Skills Diplomacy +9, Disable Device +9, Handle Animal 1, Heal 1, Intimidate 1, Knowledge Nobles 2, Knowledge Religion +1, Perception +9, Perform acts of viking barbarity and raiding +1, Sense Motive 3; Spells 1 Protection from Evil; Feat: Extra Rage Power (Knockback)

Level 10: Oracle (Seeker) 4; Skills Diplomacy +10, Disable Device +10, Handle Animal 1, Heal 1, Intimidate 1, Knowledge Dungeoneering +1, Knowledge Nobles 2, Knowledge Religion 1, Perception +10, Perform acts of viking barbarity and raiding 1, Sense Motive 3, Spellcraft +1;

Spells 0 Guidance; Spells 2 Grace

Level 11: Paladin (Warrior of the Holy Light) 5; Skills Climb 0, Diplomacy +11, Disable Device +11, Handle Animal 1, Heal 1, Intimidate 1, Knowledge Dungeoneering 1, Knowledge Nobles 2, Knowledge Religion 1, Perception +11, Perform acts of viking barbarity and raiding 1, Sense Motive 3, Spellcraft 1, Swim +1; Divine Bond Weapon; Feat: Furious Focus

Level 12: Paladin (Warrior of the Holy Light) 6; Strength +1; Mercy Staggered; Skills Climb 0, Diplomacy +12, Disable Device +12, Handle Animal 1, Heal 1, Intimidate 1, Knowledge Dungeoneering 1, Knowledge Nobles 2, Knowledge Religion 1, Perception +12, Perform acts of viking barbarity and raiding 1, Sense Motive 3, Spellcraft 1, Swim 0

Wayfinder (250), Wand of Cure Light Wounds (750), Cloak of Resistance +1/+2/+3 (1000,3000,5000), Deadeye Spotter's Ring (1500), Deathwatch Eyes (2000), Handy Haversack (2000), Ring of Protection+1/+2 (2000, 6000), Amulet of Natural Armor +1/+2 (2000, 6000), Adamantine Bardiche +1/Keen/Transformative (3013,2000,6000,10000), Trapspringer's Gloves (4000), +2 Belt Strength/StrengthCon/+4 (4000, 6000, 30000), +2/4 Headband of Alluring Charisma (4000,12000), Mithral Agile Breastplate/+1/+2/+3 (4400, 1000,3000,5000), Circlet of Persuasion (4500), Wand of Detect Traps (4500), Boots of the Earth (5000), Dusty Rose Prism Ioun Stone (5000), Snakeskin Tunic (8000), Vestments of War (14000), Bracers of the Merciful knight (15600), Winged Boots (16000)