



Ultimate Relationships

#2: THE VIKING SHIELDMAIDEN



ULTIMATE PLUG-INS

Ultimate Relationships

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Ultimate Relationships #2:

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WHAT YOU WILL FIND IN ULTIMATE RELATIONSHIPS!

Running an Adventure Path is a long journey for the PCs, whether the action of the Adventure Path takes place within a single city, a small kingdom, or an epic journey across a continent or an island archipelago, and Ultimate Relationships can serve as a toolbox for creating stories for your own NPCs or for use with character modules we will be creating for published Adventure Paths. Whether your PCs' journey is literal or figurative, Ultimate Relationships can help you encompass the flow and span of the campaign as a metaphor for the inner journey that each character takes along the way, progressing into someone different than they were at the beginning. With Ultimate Relationships, your PCs can join each NPC along his or her own personal journey. With their lives and fates intertwined, your game will never be the same.

The original Ultimate Relationships provided the basic rules and structure for building effective and fun relationships with NPCs in the game, and this ongoing series takes that a step further by providing you with a fully developed, robustly detailed NPC in every product, some drawn from published Adventure Paths, others from Legendary Games products, and still others entirely new. Each installment includes the character's game statistics as well as the relationship characteristics that make them a long-running campaign character that your players will talk about for years to come.

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- Jason Nelson

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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THE RABBIT PRINCE

THE VIKING SHIELDMAIDEN

VIKING SHIELDMAIDEN

Female human unchained barbarian 3

CN Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 20, touch 12, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 31 (3d12+6)

Fort +5, **Ref** +3, **Will** +2

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk longsword +7 (1d8+3/19–20) or

mwk longsword +5 (1d8+3/19–20) and heavy steel shield +4 (1d4+1)

Ranged javelin +5 (1d6+3)

Special Attacks rage (9 rounds/day), rage powers (superstition)

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Improved Shield Bash, Power Attack, Two-Weapon Fighting

Traits shield bearer^{HoG}, shield-trained^{ISG}

Skills Handle Animal +4, Intimidate +6, Perception +7, Profession (sailor) +4, Survival +6

Languages Common, Skall

SQ fast movement

Gear +1 breastplate, heavy steel shield, javelins (4), masterwork longsword, 97 gp

SPECIAL ABILITIES

Call of the Longships: The Viking Shieldmaiden receives a +1 trait bonus on attack rolls made on a ship.

Description and Overview: The Viking Shieldmaiden is a proud viking warrior who must come to grips with the taste of dishonor and failure. With the PCs' help, she might come out the other side stronger than ever. The Viking Shieldmaiden is extremely competitive, reacts aggressively when she feels she is being disrespected, and often becomes confused when the ins and outs of viking honor aren't as obvious to others as they are to her. However, she is fiercely loyal to her true friends and comrades, and she is never bitter about losing a competition fairly, merely excited to improve and try again.

The Viking Shieldmaiden had participated in successful raids, but she had never led one. That all changed when she found a long-lost scroll indicating a secret entrance to a forgotten dungeon. Her blood-brethren agreed that this was a sign from the Lord in Iron, so they set sail for the dungeon and named her the leader of the raid. Unfortunately, they

bit off more than they could chew, and now the rest of her blood-brethren lie dead. At least they died in glorious battle. The Viking Shieldmaiden has been captured by the denizens of the dungeon, where she can only assume she will die dishonorably, alone, and forgotten. Fortunately, the dungeon the Viking Shieldmaiden attacked was the same dungeon the PCs are exploring. They have a chance to save this proud warrior from her chains, but they will have to be careful how they act towards her, as the physical chains are only the beginning.

In addition to the Far Eastern Adventure Path, the Viking Shieldmaiden is an excellent match for any Adventure Path or home game at all with a dungeon in it where she could have been captured, particularly one headed into viking lands. The Viking Shieldmaiden's relationship link is focused on the PC learning viking honor and culture and helping the Viking Shieldmaiden come to terms with her own honor. Only as she grows much closer to a PC will she become willing to talk about things like her insecurities and doubts.

Preferred Gifts and Interactions: The Viking Shieldmaiden enjoys contests of strength, such as wrestling or duels, and she is also a fan of the telling of epic sagas like the skalds sing as well as of boasting contests. As far as gifts, she enjoys mementos of glorious battles in which she participated, such as the composition of a saga or a bracelet in the shape of a beast she helped defeat carved from one of its bones.

Affinity Notes: The Viking Shieldmaiden has a positive affinity for warriors who fight with strength and honor, by her standards of honor. She has negative affinity for those who employ cowardly tactics such as cursing or hexing enemies, like witches and mesmerists, and she absolutely despises the icy witches from her nation's east and their servitors, which puts her at odds with the Broken Wolf.

Joining the Party: When the party finds the Viking Shieldmaiden, she is badly injured, exhausted, hungry, and stripped of her gear. How the PCs interact with her at first is crucial to her opinion of them. Those who are patronizing or act overly sorry for her she meets with anger, while those who show her respect and quietly allow her to regain her bearings earn her respect in turn. If the PCs haven't antagonized her, after a day to recover, she is willing to assist the PCs, if they have any of the dungeon left to explore. Afterwards, she agrees to join the PCs if they are journeying to her homeland (as they are in the Far Eastern Adventure Path) because there is strength in numbers, and she agrees to give them a gift for their assistance upon arrival. Along the way, she offers to help when trouble arises. If the PCs are not headed that way but you want to use the Viking Shieldmaiden anyway, have her offer her blade to the party in exchange for their rescue, instead.

Staying with the Party: After arriving back at her homeland, when the PCs are about to leave it, or when her term of service is over if using that option, the Viking Shieldmaiden leaves the party unless someone has reached at least Rank 4 with her. Such a character can convince her to join the party on a more permanent basis with a DC 20 Diplomacy check, though they receive a +5 bonus if they emphasize the honor and glory and the tales that will be told of their battles. They also receive a cumulative +5 bonus for every rank they have reached beyond 4.

Advancement: The Viking Shieldmaiden advances as a barbarian, adding more superstition rage powers and two-weapon or shield feats.

Participation: The Viking Shieldmaiden yearns for battle. She will agree to join for adventuring on any day where there is an expectation of battle, and starting at Rank 4, she will come along regardless if the PC requests her aid in an appropriate way, by emphasizing how her assistance would be helpful on that day despite the dearth of battle. The Viking Shieldmaiden is highly skeptical about the idea of becoming a cohort, but a character at Rank 7 with her who possesses formidable viking honor might be able to convince her.

Romance: The Viking Shieldmaiden is no stranger to physical relationships, and she's happy to engage in one with someone strong and honorable who catches her eye as early as Rank 2 or 3. She closes her inner feelings off to almost everyone, however. Only someone at least Rank 7 is in that inner circle, and thus they are the only ones who truly have a chance for a deeper relationship with her.

BOONS

Viking Shieldmaiden's Blood Brother/Sister (Rank 7)—You have not only shown true honor but earned the Viking Shieldmaiden's trust, so she considers you her blood kindred. You become specialized in your choice of Intimidate and Profession (sailor), and you gain a +1 bonus on CMD against disarm and Sunder.

Viking Shieldmaiden's Shield (Rank 10)—Much as the Viking Shieldmaiden trusts her physical shield with her life in battle, she trusts you to protect the vulnerable parts of her personality that she won't allow others to see. In turn, she protects you. As long as you are standing adjacent to the Viking Shieldmaiden, she is using a shield, and she is able to act, you gain a +2 shield bonus to AC. If you are also using a shield, the two of you instead gain the benefits of the Shield Wall teamwork feat, but only with respect to each other. If you have a campaign trait with the Viking Shieldmaiden, double all trait bonuses you receive from the trait.

RANK-UPS

Rank 1—The Viking Shieldmaiden introduces herself more formally to the PC, after their tense meeting in the dungeon where she was imprisoned. She is curious to learn the PC's name and exploits, as well as what sort of warrior the PC is.

DC 12 Diplomacy. On failure, the Viking Warrior is suspicious of the PC, though she is willing to give another chance later.

Rank 2—On a day when it won't interfere with adventuring, the Viking Shieldmaiden wants a friendly duel against the PC, using honorable tactics, meaning melee weapons, not cowardly witchcraft, and striking for nonlethal damage. If the PC wins the duel honorably, she is impressed.

The PC must either win the duel honorably or succeed at a DC 14 attack roll (remember to include the -4 penalty for dealing nonlethal damage if applicable). If the PC wins the duel dishonorably, he loses 2 CP with the Viking Shieldmaiden and the relationship becomes misaligned until he gains 2 CP again. Otherwise, on failure, she is satisfied with the PC's honor and agrees to challenge him again later. On success, she is suitably impressed, especially if the PC won the duel by strength of arms (which grants an extra CP towards rank 3 if the PC is the same level as the Viking Shieldmaiden or lower).

Rank 3—The Viking Shieldmaiden wishes to hear tales of glorious battle and heroism that the PC learned when he was little, in grand oratory or song like the skalds tell them.

DC 16 Perform (oratory or sing). On failure, the Viking Shieldmaiden asks the PC to tell a better tale next time.

Rank 4 (Breakthrough)—The Viking Shieldmaiden is performing a viking memorial rite of honor for her fallen comrades.

DC 18 Knowledge (local). On failure, the PC doesn't recognize exactly what she's doing and may mistake the cultural rite for a religious ceremony. In this case, the Viking Shieldmaiden asks the PC to leave, though the PC has a chance to learn more and try again next time, as usual. On a success, the PCs recognize the rite for what it is, and if the PC mentions that to her, she invites the PC to stay quietly.

DC 20 Sense Motive. On failure, though the PC stays through the rite, he doesn't recognize anything about the Viking Shieldmaiden's feelings other than her sorrow for the loss. On a success, he realizes that she is afflicted by guilt as well, feeling responsible for her comrades' deaths. The PC can attempt to talk to her about it and convince her that it wasn't all her fault.

DC 20 Diplomacy. On failure, she lashes out at the PC for his presumption in telling her what to think and stalks away, though she's willing to talk about it again later. On success, the PC has convinced her not to blame herself so much, though she won't admit it; she gives a bold smile and tells the PC that of course it wasn't her fault.

Future PCs use the next version of Rank 4 instead.

Rank 4—The Viking Shieldmaiden is willing to share some viking customs with the PC.

DC 18 Knowledge (local). On failure, the PC doesn't understand the customs well enough, causing the Viking Shieldmaiden to become exasperated. On success, she nods and tells the PC that he finally begins to understand.

Rank 5—The Viking Shieldmaiden challenges the PC to a wrestling contest.

The PC must either pin the Viking Shieldmaiden before she pins him, or else succeed at a DC 20 combat maneuver check to grapple. On failure, she tells the PC to practice more before challenging her to a rematch. On success, the Viking Shieldmaiden is impressed, particularly if the PC managed to pin her and win instead of just succeeding at an impressive check (which grants an extra CP towards rank 6 if the PC is the same level as the Viking Shieldmaiden or lower).

Rank 6—The Viking Shieldmaiden wants to share a viking boasting contest with the PC. Even though, as usual, she is extremely competitive, this time it's as much about hearing the PC boast and instructing in proper viking boasts as it is a competition.

DC 22 Perform (oratory) and Intimidate. On failure, the Viking Shieldmaiden tells the PC to practice some boasts and save up any ideas he develops for their rematch. On success, she is highly amused by the PC's impressive boasts, and tells the PC that he has finally learned to boast like a viking.

Rank 7 (Breakthrough)—The Viking Shieldmaiden challenges the PC to a drinking contest.

DC 24 Fortitude save. On failure, the PC either passes out or becomes too drunk to continue the conversation, but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and may attempt the next check.

DC 25 Sense Motive. On failure, the PC takes his victory at face value; unlike normal breakthroughs, the PC must go back to the beginning and win another drinking contest with a Fortitude save before trying Sense Motive again. On success, the PC realizes that there was more to the drinking contest than the Viking Shieldmaiden's usual competitive spirit. She was getting tipsy on purpose because she wants to say something that is difficult for her. The PC will need to convince her to continue further, however.

DC 24 Diplomacy. On failure, the Viking Shieldmaiden can't bring herself to continue, and if the PC presses, she angrily denies that she had anything else to say; as above for Sense Motive, the PC must win another drinking contest with a Fortitude save before continuing, though he need not attempt another Sense Motive. On success, the PC manages to help her continue in a manner that is supportive without being patronizing. The Viking Shieldmaiden makes the PC promise to keep her thoughts in the strictest confidence. She then explains that the PC had been correct in the last breakthrough (or if the PC is different from last breakthrough she explains further) and that even though part of her knows that she shouldn't blame herself for the failure of the expedition and the deaths of all her comrades-in-arms, she still does. Contrary to her self-assured and almost arrogant persona, she admits that there's in a voice in her head that tells her that she will always be a failure, that she had been cowardly enough to consider killing herself, and part of why she wanted to be part of the hardest battles against the fierce beasts and enemies the party faces is that it could have granted her a way to do that and still die a glorious death in battle, as the Lord in Iron demands. She requests that the PC

now give her something equal of themselves in return (no skill check required). Afterwards, if the PC doesn't stop her, she cuts their hands to allow the blood to trickle together and declares them blood brothers or blood sisters. At this point, if the PC ever betrays that trust, such as by sharing her secret thoughts, the relationship link becomes permanently misaligned. Future PCs use the next version of Rank 7 instead.

Rank 7—The Viking Shieldmaiden challenges the PC to a drinking contest.

DC 24 Fortitude save. On failure, the PC loses, but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and the Viking Shieldmaiden tells him that they are well-matched in skill and should become blood brothers or blood sisters. If the PC agrees, she cuts their hands to allow the blood to trickle together. At this point, if the PC ever betrays that trust, the relationship link becomes permanently misaligned.

Rank 8—The Viking Shieldmaiden has decided that the PC needs his own epithet (something like Dragonslayer that describes a deed) to go after his name, to describe his deeds and accomplishments. She urges the PC to help her decide one, then goes on a long list of possible deeds the PC has achieved, along with commentary about how each one would sound after the PC's name, in both Common and Skall.

DC 26 Linguistics check. On failure, the Viking Shieldmaiden still can't decide on the perfect epithet for the PC and says they should try again later. On success, the Viking Shieldmaiden smiles and nods vigorously at the PC's suggestion, then she beats her hand against her shield like a drum and bellows out a loud announcement of the PC's new epithet.

Rank 9—The Viking Shieldmaiden wants to become closer with the PC, so she shares with the PC some of the most treasured historical tales from her own family's past, and asks the PC what he knows about both viking history and the early history of his own family.

DC 28 Knowledge (history). On failure, she asks the PC to see if he can't learn more about at least one of those two topics and tell her what he discovers. On success, she is satisfied that the PC has also shared with her treasured tales from his family's past and is, even if slowly, beginning to master viking history and culture.

Rank 10 (breakthrough)—The Viking Shieldmaiden is feeling emotional and vulnerable, a rare situation she typically manages to avoid through stubbornness and force of will.

DC 30 Sense Motive. On failure, the PC doesn't realize what she is feeling and the Viking Shieldmaiden leaves to be alone with her thoughts. On success, the PC realizes what she is feeling and she allows the PC to talk to her about it. She explains that she wants to move forward, leave her doubts behind, and become a true hero, like in the tales, but that her experiences and journey have made her question whether such a thing is even possible or whether the heroes of tales aren't all as flawed as anyone else, once you get to know them. She is looking for more than pretty words; she wants a deep and evidenced answer.

DC 30 Knowledge (local) and Diplomacy. On failure, the PC's answer isn't enough to satisfy the Viking Shieldmaiden, and she tells the PC that they need to talk again later. On success, the PC expresses his belief about the people who become the heroes of tales, based on actual information about some of them. The Viking Shieldmaiden seems satisfied, and if the PC convinces her that heroes really have human flaws, she seems deeply relieved. She admits to the PC that after her crisis, her relationships with him and the other PCs have been the things that have helped her most to move onward. She always tried to wear a tough exterior as a shield, but it wore away at her; she tells the PC that if she and he act as shields for each other, somehow it feels much less taxing than always being her own shield once did. She wonders, once the major threat from the current campaign or adventure path is over, what stories the skalds will tell of her and of the PC. Her curiosity piqued, she requests the PC give her a rendition.

Perform (oratory or sing) DC 30. On failure, she tells the PC there is still time yet to make their tale. On success, she smiles contentedly and sighs, feeling some of the tension that never left her since before she met the PCs relax away. She asks the PC what he plans to do after the adventure's end, and she tells him that she plans to go off on another adventure, perhaps to slay a linnorm in single combat. She wonders if he will come along with her, so they can continue their journeys together.

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