Deivon Oakleaf

Player: Mirko

Male half-elf cleric of Desna 1/ranger 4/rogue 12 - CL17 - CR 16

Chaotic Good Humanoid (Elf, Human); Deity: **Desna**; Age: **21**; Height: **5' 11"**; Weight: **155 lb.**; Eyes: **green**; Hair: **brown**; Skin: **tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	13/15	+1/+2	
DEX DEXTERITY	20/22	+5/+6	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	12/14	+1/+2	
WIS WISDOM	12/14	+1/+2	
CHA CHARISMA	10/12	0/+1	

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks, **Endurance**: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks, **Circlet of persuasion** : +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+18 =	+10	+2	+5	+1		
REFLEX (DEXTERITY)	+24 =	+12	+6	+5	+1		
WILL (WISDOM)	+15 =	+7	+2	+5	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Domineering**: +2 morale bonus vs. transmutation spells, **Elven Immunities**: +2 vs. enchantments

Trap Sense : +4 bonus vs. traps, **Domineering**: +2 morale bonus vs. transmutation spells, **Elven Immunities**: +2 vs. enchantments

Domineering: +2 morale bonus vs. transmutation spells, **Elven Immunities**: +2 vs. enchantments

Elven Immunities | **Elven Immunities - Sleep**

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	35	=	+9	+4	+6		+2	+3	+1	

Touch AC 20 | **Flat-Footed AC** 28

Trap Sense : +4 bonus vs. traps

		BAB	Strength	Size	Misc
CM Bonus	+15 =	+13	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	35 = 10	+13	+2	+6	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13

HP 157

Favored Enemy (Evil Outsiders +2) : +2 vs. evil outsiders

Damage / Current HP

Initiative +11





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+33	DEX (6)	17	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+7	INT (2)	1	
Bluff	+14	CHA (1)	6	
Favored Enemy (Evil Outsiders +2) : +2 vs. evil outsiders				
Climb	+13	STR (2)	7	
Craft (weapons)	+1	INT (2)	-	
Diplomacy	+8	CHA (1)	2	
Disable Device	+37	DEX (6)	15	
Disguise	+9	CHA (1)	1	
Escape Artist	+21	DEX (6)	5	
Fly	+7	DEX (6)	-	
Handle Animal	+9	CHA (1)	1	
Heal	+7	WIS (2)	1	
Intimidate	+9	CHA (1)	1	
Knowledge (arcana)	+7	INT (2)	1	
Knowledge (dungeoneering)	+7	INT (2)	1	
Knowledge (local)	+12	INT (2)	6	
Knowledge (nature)	+7	INT (2)	1	
Knowledge (religion)	+23	INT (2)	17	
Linguistics	+13	INT (2)	7	
Perception	+29	WIS (2)	17	
Trapfinding: +6 to locate traps, **Favored Enemy (Evil Outsiders +2)** : +2 vs. evil outsiders, **Favored Terrain (Mountain +2)** : +2 while in mountainous terrain, **Spyglass**: only -1/20' while using a spyglass, instead of -1/10'				
Perform (oratory)	+9	CHA (1)	1	
Ride	+11	DEX (6)	1	
Sense Motive	+10	WIS (2)	2	
Favored Enemy (Evil Outsiders +2) : +2 vs. evil outsiders				
Sleight of Hand	+16	DEX (6)	6	
Spellcraft	+7	INT (2)	1	
Stealth	+30	DEX (6)	15	
Favored Terrain (Mountain +2) : +2 while in mountainous terrain				
Survival	+8	WIS (2)	2	
Favored Enemy (Evil Outsiders +2) : +2 vs. evil outsiders, **Favored Terrain (Mountain +2)** : +2 while in mountainous terrain, **Track**: +2 to track				
Swim	+9	STR (2)	3	
Endurance: +4 to resist nonlethal damage from exhaustion				
Use Magic Device	+25	CHA (1)	17	

Feats

Alertness
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (7 AoO/round)
Dodge
Endurance
Improved Initiative
Improved Shield Bash
Improved Two-Weapon Fighting
Martial Weapon Proficiency - All
Quick Draw

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Feats

Rogue Weapon Proficiencies
Shield Master
Shield Proficiency
Shield Slam
Simple Weapon Proficiency - All
Skill Focus (Acrobatics)
Toughness
Two-Weapon Defense
Two-Weapon Fighting
Weapon Finesse
Weapon Focus (Short sword)

Shortbow

+1 seeking composite shortbow +20/+15/+10 (1d6+3/×3)

Shortsword combo

+3 domineering short sword +21/+16/+11 (1d6+5/19-20),
+3 adamantine short sword +21/+16 (1d6+4/19-20)

Shortsword & shield

+3 domineering short sword +21/+16/+11 (1d6+5/19-20),
+3 light shield bash +22/+17 (1d6+4)

+3 bashing darkwood buckler (with carved in symbol of Kyonin)

+4

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

+5 glamered shadow mithral chain shirt

+9

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 36/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

+1 giant-bane arrows x3 *<In: Efficient quiver (70 @*	0.15 lbs
+1 seeking composite shortbow *<In: Dropped to*	2 lbs
+3 adamantine short sword	2 lbs
+3 bashing darkwood buckler (with carved in symbol	2.5 lbs
+3 domineering short sword	2 lbs
+3 light shield bash	-
+5 glamered shadow mithral chain shirt	12.5 lbs
10 sapphires (1000gp/each) *<In: Belt pouch (13 @ 0 lbs)>*	-
15 amthysts (100gp/each) *<In: Belt pouch (13 @ 0 lbs)>*	-
2 diamonds (5000gp/each) *<In: Belt pouch (13 @ 0 lbs)>*	-
3 small diamonds (1000gp/each) *<In: Belt pouch (13 @ 0*	-
4 silver pearls (100gp/each) *<In: Belt pouch (13 @ 0 lbs)>*	-
Amulet of natural armor +2	-
Antitoxin x2 *<In: Belt pouch (13 @ 0 lbs)>*	-
Arrows x20 *<In: Efficient quiver (70 @ 41.7 lbs)>*	0.15 lbs
Bedroll *<In: Handy haversack (28 @ 41.72 lbs)>*	5 lbs
Belt of physical perfection +2	1 lb
Belt pouch (13 @ 0 lbs)	0.5 lbs
Blanket, winter *<In: Handy haversack (28 @ 41.72*	3 lbs
Boots of speed (10 rounds/day)	1 lb
Chalk *<In: Handy haversack (28 @ 41.72 lbs)>*	-
Circlet of persuasion	-
Cloak of resistance +5	1 lb
Cold iron arrows x20 *<In: Efficient quiver (70 @*	0.15 lbs

Experience & Wealth

Experience Points: **923220**/1,200,000
Current Cash: **12 pp, 89 gp, 9 sp, 1 cp**

Gear

Total Weight Carried: 36/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Efficient quiver (70 @ 41.7 lbs)	2 lbs
Elixir of tumbling x2 *<In: Belt pouch (13 @ 0 lbs)>*	-
Elixir of vision x2 *<In: Belt pouch (13 @ 0 lbs)>*	-
Explorer's outfit (Free)	-
Extend metamagic rod (lesser, 3/day)	5 lbs
Feather token (swan boat) *<In: Belt pouch (13 @ 0*	-
Flint and steel *<In: Handy haversack (28 @ 41.72 lbs)>*	-
Glove of storing (empty)	-
Goggles of night	-
Golembane scarab *<In: Belt pouch (13 @ 0 lbs)>*	-
Hammer *<In: Handy haversack (28 @ 41.72 lbs)>*	2 lbs
Handy haversack (28 @ 41.72 lbs)	5 lbs
Headband of mental superiority +2 (Knowledge	1 lb
Ink, black *<In: Handy haversack (28 @ 41.72 lbs)>*	-
Inkpen x2 *<In: Handy haversack (28 @ 41.72 lbs)>*	-
Ioun stone (dark blue rhomboid)	-
Ioun stone (iridescent spindle)	-
Javelin x10 *<In: Efficient quiver (70 @ 41.7 lbs)>*	2 lbs
Longspear *<In: Efficient quiver (70 @ 41.7 lbs)>*	9 lbs
Mirror *<In: Handy haversack (28 @ 41.72 lbs)>*	0.5 lbs
Money *<In: Handy haversack (28 @ 41.72 lbs)>*	2.22 lbs
Mug/tankard *<In: Handy haversack (28 @ 41.72*	1 lb
Oil of bless weapon x2	-
Oil of keen edge x2	-
Parchment x5 *<In: Scroll case (5 @ 0 lbs)>*	-
Pearl of power (1st level, 2/day) x2	-
Piton x3 *<In: Handy haversack (28 @ 41.72 lbs)>*	0.5 lbs
Potion of cure light wounds	-
Potion of cure moderate wounds x2	-
Potion of displacement x2	-
Potion of fly x3	-
Potion of haste	-
Potion of remove paralysis	-
Potion of water breathing	-
Potion of water walk	-
Quarterstaff *<In: Efficient quiver (70 @ 41.7 lbs)>*	4 lbs
Ring of invisibility	-
Ring of sustenance	-
Sack (empty) *<In: Handy haversack (28 @ 41.72*	0.5 lbs
Scroll case (5 @ 0 lbs) *<In: Handy haversack (28*	0.5 lbs
Scroll case (empty)	0.5 lbs
Scroll of entangle, entangle	-
Scroll of lesser restoration	-
Scroll of pass without trace, pass without trace	-
Scroll of resist energy, resist energy	-
Sihedron ring	-
Silk rope *<In: Handy haversack (28 @ 41.72 lbs)>*	5 lbs
Silver arrows x15 *<In: Efficient quiver (70 @*	0.15 lbs
Soap *<In: Handy haversack (28 @ 41.72 lbs)>*	0.5 lbs
Spyglass *<In: Handy haversack (28 @ 41.72 lbs)>*	1 lb
Stone of good luck (Luckstone)	-
Sunrod *<In: Handy haversack (28 @ 41.72 lbs)>*	1 lb
Sustaining spoon (4/day)	-

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Gear

Total Weight Carried: 36/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Tanglefoot bag x2 *<In: Handy haversack (28 @*	4 lbs
Thieves' tools, masterwork *<In: Handy haversack (28*	2 lbs
Trail rations x4 *<In: Handy haversack (28 @ 41.72*	1 lb
Universal solvent	-
Vest of escape	-
Wand of cure light wounds	-
Wand of shield (48 charges)	-
Waterskin *<In: Handy haversack (28 @ 41.72 lbs)>*	4 lbs

Special Abilities

Agile Feet (5/day) (Su)
Aura (Ex)
[N/A] Bane (giant)
Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)
Cleric Domain (Luck)
Cleric Domain (Travel)
Crippling Strike (Ex)
Darkvision (60 feet)
Elf Blood
Evasion (Ex)
Favored Enemy (Evil Outsiders +2) (Ex)
Favored Terrain (Mountain +2) (Ex)
Glamered
Hunter's Bond (Companions) (2 rounds) (Ex)
Improved Uncanny Dodge (Lv >= 16) (Ex)
Low-Light Vision
Opportunist (1/round) (Ex)
[N/A] Seeking
Sneak Attack +6d6
Spontaneous Casting
Track +2
Trap Sense +4 (Ex)
Trap Spotter (Ex)
Trapfinding +6
Wild Empathy +5 (Ex)

Spell-Like Abilities

Bit of Luck (5/day) (Sp) ☐☐☐☐☐

Tracked Resources

+1 giant-bane arrows ☐☐☐
Agile Feet (5/day) (Su) ☐☐☐☐☐
Antitoxin ☐☐
Arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Boots of speed (10 rounds/day) ☐☐☐☐☐ ☐☐☐☐☐
Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su) ☐☐☐☐
Cold iron arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Elixir of tumbling ☐☐
Elixir of vision ☐☐
Extend metamagic rod (lesser, 3/day) ☐☐☐
Feather token (swan boat) ☐

Tracked Resources

Javelin ☐☐☐☐☐ ☐☐☐☐☐
Oil of bless weapon ☐☐
Oil of keen edge ☐☐
Opportunist (1/round) (Ex) ☐
Pearl of power (1st level, 2/day) ☐☐
Potion of cure light wounds ☐
Potion of cure moderate wounds ☐☐
Potion of displacement ☐☐
Potion of fly ☐☐☐
Potion of haste ☐
Potion of remove paralysis ☐
Potion of water breathing ☐
Potion of water walk ☐
Silver arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Sunrod ☐
Sustaining spoon (4/day) ☐☐☐☐
Tanglefoot bag ☐☐
Trail rations ☐☐☐☐
Universal solvent ☐
Wand of cure light wounds ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Wand of shield (48 charges) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Languages

Celestial
Common
Draconic
Dwarven
Elven
Giant
Gnome
Orc
Sylvan
Thassilonian
Undercommon

Spells & Powers

Cleric spells memorized (CL 1st; concentration +3)
Melee Touch +19 **Ranged Touch** +19
1st—*detect evil*, *longstrider*[D], *remove fear*
0th (at will)—*detect magic*, *guidance*, *light*
[D] Domain spell; **Domains** Luck, Travel

Ranger spells memorized (CL 1st; concentration +3)
Melee Touch +19 **Ranged Touch** +19
1st—*resist energy*

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Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **Rise of the Runelords Anniversary Edition** - Domineering (item power)
- **Rise of the Runelords Anniversary Edition / Rise of the Runelords GM Content** - Sihedron ring (equipment)

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