

Dranko Brightshield

6/28/10

(cleric 5, rogue 11, lasher 4)

Lvl Neutral Good 20 half-orc. Worships Delioch, the White Hand, God of Healing.

Action Points: 5 base + 10 level = 15 (3d6 per point) **Number spent?**

Armor: 37 (10 +9 armor +6 shield +6 dex +2 luck (marriage) +4 deflection +0 size +0 natural +0 dodge)

Hasted = AC 38 (+1 dodge) Flatfooted 37 Touch 22 [75% fortification from shield]

Hit Points: (202 +14 temp hp (*heroes' feast*) +40 (*bear's endurance*, when cast))

256 - Normal + *Bear's Endurance* + temp

216 - Normal + temp

202 + 14 temp hp

Initiative: +11 (+7 dex, +4 feat)

Move: 30'

Str 20 +5 (+6 belt)

Dex 24 +7 (+6 gloves)

Con 20 +5

Int 09 -1

Wis 14 +2

Cha 08 -1

+19 Fortitude (4 cleric + 3 rogue +1 lasher + 5 con +2 luck +4 resistance)

+25 Reflex (1 cleric + 7 rogue +4 lasher + 7 dex +2 luck +4 resistance +0 dodge)

+17 Will (4 cleric + 3 rogue +1 lasher + 2 will +2 luck +1 morale (*heroes' feast*) +4 resistance)

Modifiers: +3 vs traps, *Haste* gives +1 dodge to Reflex saves.

BAB: +15 (3 cleric + 8 rogue +4 lasher; +14 whip is +1 feat +7 dex +5 enh. +1 morale (*heroes' feast*))

Grapple: +20, +30 to avoid being grappled

Sneak attack: +6d6, +7d6 with whip, reroll any 1s

+29 Coaltongue as a +5 whip: 1d3 dmg + 1d6 holy +5 str, +5 enh, +2 class

Special: (trip +13, ignore alig. DR, +1d6 holy dmg, 5d6 *searing light* 1/day, shadowstrike, truedeath crystal)

+29 / +24 / +19 Full attack: 1d3 +1d6 holy +12 dmg (+7d6 sneak atk, no 1s?)

+27 / +27 / +22 / +17 Crack of fate full attack: 1d3 +1d6 holy +12 dmg (+6d7 sneak atk, no 1s?)

+28 / +28 / +28 / +23 / +18 Hasted crack of fate attack: 1d3 +1d6 holy +12 dmg (+6d7 sneak atk, no 1s?)

Other atk modifiers: +2 (invisible), +2 (flanking), [+1 (*haste*), -2 (crack of fate)]

Skill Descriptions

		<u>Ability</u>	<u>Ranks</u>	<u>Items</u>	<u>Misc</u>	<u>Misc 2</u>
Appraise	+1	-1	0			+2 luck
Balance	+9	+7	0			+2 luck
Bluff	+20	-1	19			+2 luck
Climb	+20	+5	11		2	+2 luck
Concentration	+9	+5	2			+2 luck
Craft (leather)	+3	-1	2			+2 luck
Diplomacy	+3	-1	0		2	+2 luck
Disguise	+3	-1	0	(+10)	2	+2 luck
Escape Artist	+13	+7	4			+2 luck
Forgery	+3	-1	2			+2 luck
Gather Information	+8	-1	7			+2 luck
Heal	+5	+2	1			+2 luck
Hide	+30	+7	17	(+10)	4	+2 luck
Intimidate	+3	-1	0		2	+2 luck
Jump	+7	+5	0			+2 luck
Knowledge (history)	+2	-1	1			+2 luck
Knowledge (religion)	+3	-1	2			+2 luck
Listen	+15	+2	4	+5	2	+2 luck
Move Silently	+30	+7	6	+15		+2 luck
Open Lock	+10	+7	1			+2 luck
Ride	+9	+7	½			+2 luck
Search	+6	-1	5			+2 luck
Sense Motive	+7	+2	3			+2 luck
Sleight Of Hand	+26	+7	15		2	+2 luck
Speak Language*	--	--	1			
Spot	+28	+2	22		2	+2 luck
Survival	+4	+2	0			+2 luck
Swim	+7	+5	0			+2 luck
Tumble	+10	+7	1			+2 luck
Use Rope	+11	+7	2			+2 luck

* Speaks Kivian common, Common, Orcish.

Hide and Disguise bonuses require the Robe of Blending to be worn.

FEATS:

Lasher virtual feat: Improved trip (with whip)

Ioun stone virtual feat: Alertness

1. Exotic weapon (whip)
2. Weapon focus (whip)
3. Weapon finesse
4. Improved initiative
5. Craft Magic arms and armor
6. Leadership (to be retrained at 20th lvl)
7. Deadly precision (reroll 1s on sneak attack damage)

RACIAL ABILITIES:

- Darkvision 60'
- +1 skill point per level
- Has awesome tusks
- *Languages:* common, Kivian common, orcish (some)

TENTACLE ABILITIES:

- Detect magic at will
- Repulsion 1/day, lose 2 points of wisdom
- True Seeing 1/day, lose 4 points of wisdom
- Time stop 3 rounds 1/day, lose 4 points of wisdom
- Tentacular nature 1/week, lose 4 points of wisdom (standard action. 1 atk/round as free action; (+30 + wis mod to hit. 2d8+10 dmg, DC 25 will save or panicked for next turn. Lasts 1 rnd/lvl, AC 30, 50 hp, only damaged by slashing weapons.)

OTHER COOL STUFF:

Can critical elementals (Cranchus' gift)

Marriage ritual gives +2 luck bonus on AC, saves, skills, and ability checks.

CLASS ABILITIES:

Rogue:

- Uncanny dodge
- Improved uncanny dodge (can't be flanked)
- Trapfinding
- Trap sense +3
- Evasion
- Improved evasion
- Sneak attack +6d6 (+7d6 with whip)

Cleric:

- Spontaneous Cure spells
- Turn undead 2/day
- Lay on hands (12 pts/day)
- Distance heal 1/day
- Healing spells cast at +1 lvl (6th lvl)
- Protective ward +5 to saves 1/day

Lasher:

- Whip sneak attack +1d6
- Close combat (no AoOs for using whip)
- Wound (whip does normal damage)
- Whip lash (take AoOs as per normal within 5')
- Improved trip (as feat, with whip only)
- Third Hand (whip can manipulate stuff)
- Crack of Fate (rapid shot with whip)
- Lashing whip (+2 dmg with whip)

FACE: Eyepatch of See Invisibility

HEAD:

THROAT: Hand of Glory (casts daylight and see invisible 1/day; holds a Ring of Delioch)

SHOULDERS: Cloak of resistance +4

BODY: Armor (see below) (occasionally swapped for *robe of blending*)

TORSO: Sash of Transparency ("Miss Charagan"; 39 charges)

HANDS: Gloves of Dexterity +6 (nose-sticking; "Kibi's a genius")

ARMS:

WAIST: Belt of Strength +6

RING 1: Ring of Deflection +4

RING 2: Ring of Water Elemental Command

RING 3: Ring of Delioch (3/day, transfer all healing received to an ally in 120'.)

FEET: Boots of Haste

WEAPONS:

Coaltongue: whip +2 (boosted to +5), +1d6 holy, sure striking, tripping (+4 to trip), searing light 5d6 1/day, shadowstrike 1/day (+5' reach and foe loses dex bonus for one attack); holds greater truedeath crystal (ghost touch, +1d6 dmg vs undead, can sneak attack and crit undead). *Typically increased to a magic weapon +5 each day by Ernie's 4th lvl greater magic weapon spell.*

Alazar's Tongue: whip +5, casts dimensional anchor or dismissal on a creature struck, each once per day. -4 penalty to foe's saves for encounter, once per day. On crit, foe moves at half speed on next turn.

Spellbreaker: heavy mace +3 (on a crit casts greater dispel magic); 1d8, x2 crit (20)

ARMOR: +3 *mithral chain shirt of true stealth*; +15 move silently (greater shadow), blueshine (armor immune to acid and rust), crystal of glancing blows (+10 bonus to initially avoid a grapple); max dex bonus +6. *Typically increased to armor +5 each day by Ernie's 3rd lvl magic vestment spell.*

SHIELD: +5 *buckler of moderate fortification* (75% chance to avoid critical hits and sneak attacks)

Slotless/Miscellaneous objects:

Wand of cure critical wounds (33 charges)

Wand of indomitability (3 charges)

Snooper's Earring (+5 to Listen)

Indigo Ioun stone of Alertness

Pouch of Accessibility (Heward's Handy Haversack)

Bag of Endless Rope (495')

Tan Bag of Tricks

Lucent Tower

Decanter of Endless Water

Prophetic Emerald of Critting elementals (swallowed)

Immovable rod

Infinite spellbook (dimensional anchor is currently up)

Flicker has another Greater Truedeath Crystal

Refuge token to the Greenhouse

Refuge token for Morningstar

1 potion of waterbreathing

5 potions of cure serious wounds

Scrolls

dimensional anchor
waterwalk, neutralize poison, inflict crit wounds
sanctuary, spiritual weapon
tongues, cure light wounds, cure moderate wounds
cure serious wounds, water breathing
tongues, cure critical wounds, lesser restoration

Objects waiting to be used:

Robe of Blending (disguise self spell and +10 competence bonus to hide)
Necklace of Bellows (10 charges; free action; Fort DC 25, knockback 5' / 15')
Ring of Feather Falling
Ring of Undetectable Magic
Unshakable boots (can't be knocked down, will never run in fear, +10 to opposed grapple checks)
Amulet of Health +2
Amulet of Wisdom +4
23 +1 sling bullets
Spoon of maggots
Crown of Combustion (5 charges)
Wild magic translator disk
Bullseye lantern with a continual flame in it
Mirror of Whispers
Kivian common translation earring
Cloak Pin vs Poison +4 (from Wurthans after turtle battle)

LOOTZOR

GP: 41,900 (not updated, check sheets)

Useful non-magical objects

Climber's Kit: +2 circumstance bonus to climb	2 cases of Blacktallow cigars
Tinderbox, flint & steel	Clean white & gold robes/cassock
50' of silk rope, grappling hook	Finely made clothing: black & red or black & silver
Fishing rod, hooks & sinkers; large fishing net	2 wineskins/waterskins
10 spikes & small hammer	Chalk, bag of flour
10 sheets of parchment & good ink/quills	6 candles & 6 torches
Small metal mirror	Crowbar
Signet/seal forgery kit	Thief's tools
Key to Greenhouse	excellent adjustable manacles & leg irons
Blanket & bedroll	Bag of caltrops (12)
Scrolls of Delioch (Holy Tome)	Pouch with 30 steel marbles
Holy Symbol	
Spire pin	

Gave away:

Forger's Kit (+10 to forgery)
Glasses of Inversion
Iglat
Thriss

Spells

Orisons (6 spells)

Amanuensis (SB)
 Clean (R&R)
 Create water
 Cure minor wounds
 Detect magic
 Detect poison
 Guidance (+1 on roll)
 Light
 Mending
 Purify food and drink
 Quick Sober
 Read magic

Open slots

Sphere: Healing
 (heal as caster +1 lvl)
 (2/day, heal @ line of sight)

Sphere: Protection
 (+1 lvl prot. ward 1/day, for 1 hr)

Level 1 (4+1 spells)

Bless
 Bless water
 Cause fear
 Command
 Comprehend languages
 Conviction (SB)
 Cure light wounds
 Detect chaos
 Detect evil
 Detect good
 Detect law
 Detect undead
 Divine favor
 Doom
 Ebon Eyes (SB)
 Endure elements
 Entropic shield
 Grave Strike (SB)
 Hide from undead
 Inhibit (SB)
 Know Age
 Magic weapon
 Obscuring mist
 Omen of Peril (SB)
 Protection from chaos
 Protection from evil
 Protection from law
 Remove fear
 Resurgence (SB)
 Sanctuary
 Shield of faith
 Summon monster 1

Open slots

Cure light wounds

Sanctuary

Level 2 (3+1 spells)

Aid
 Align weapon
 Augury
 Bear's Endurance
 Bull's Strength
 Calm emotions
 Close wounds (SB)
 Consecrate
 Cure moderate wounds
 Curse of ill fortune (SB)
 Dark way (SB)
 Darkness
 Delay poison
 Divine insight (SB)
 Eagle's splendor
 Enthral
 Gentle repose
 Hold person
 Iron silence (SB)
 Make whole
 Owl's Wisdom
 Quick march (SB)
 Remove paralysis
 Resist energy
 Restoration, lesser
 Shatter
 Shield other
 Silence
 Spiritual weapon
 Status
 Undetectable alignment
 Zone of truth

Open slots

Cure mod. wounds

Shield Other

Level 3 (1+1 spells)

Bestow curse
 Circle dance (SB)
 Continual flame
 Conviction, mass (SB)
 Create food & water
 Cure serious wounds
 Daylight
 Deeper darkness
 Dispel magic
 Downdraft (SB)
 Glyph of warding
 Grace (SB)
 Holy storm (SB)
 Invisibility purge
 Knight's move (SB)
 Locate object
 Magic circle vs. evil
 Magic vestment
 Meld with stone
 Nauseating breath (SB)
 Obscure object
 Prayer
 Prot. from energy
 Remove blindness/deafness
 Remove curse
 Remove disease
 Resurgence, Mass (SB)
 Searing light
 Speak with dead
 Stone shape
 Water breathing
 Water walk
 Weapon of Energy (SB)
 Wind wall

Open slots

Cure serious wounds

Prot. vs. elements

Lay On Hands (12 hp/day): _____

A SELECTION OF TROPHIES

- Mrs. H's fishermen's sweater
- Ernie's wooly mittens, hat, & socks
- Sock stuck into icebox
- Storm knight souvenir from Venic giant (big/little knight)
- Uthalingite dart of virulent poison
- Square coins (Gohgan's basement; 2695 years old)
- copper ring (Gohgan's basement; 2695 years old)
- red scarf from Gohgan's
- silver sash from goblin shaman
- Kay's silver elvish ring from her Mom (gift!)
- silver food bowl for Smeggy (from auction)
- silver ring (ruin of Tharnias' shop)
- Grubby white & gold robes/cassock
- Selection of Manzanill's clothing
- Nifi uniform & Nifi officer's uniform
- Uniform for the King of Charagan
- Necklace: jeweled sword (friend of Werthis)
- 18 flatworm teeth (one in good shape)
- bottle of sand from the mouth of Nahalm
- souvenir block of Floam
- big gray-blue behir (alligator-snake) scale
- vial of water from fountain in Ghant
- bent iron bar (after being strong with strength bean)
- Gardener's trowel, Pinclot estate, Minok
- sand-walking kit, stolen from Sand's Edge
- Bottle of troll stench
- Necklace: jeweled sword (friend of Wurthas)
- Manzanill's spiffy wardrobe
- Falva's pot for Eddings (souvenir)
- 2 Faceless crossbows, whipped from hands
- ½ wooden golem head, from Repose
- Clay golem carving tools from Repose
- Moving topiary souvenir from Djaw (?)
- Little Cloudhawk Ferengi banner
- glass jar w/ body of ER's bright red snake/basilisk tail tip
- Crude ogre silver (9) & copper (4) coins
- Djaw paperwork for one month / weapon badge
- Cool Djawian clothing – both nice and crappy
- Iron cooking pot
- Seki-skin cloak
- Plate-like piece of exploded orcish Digger
- amulet of Fire God symbol
- Orcish trap needle (poisoned) from the Kalkas Peaks
- Obsidian brick
- Chisel stolen from the Kallor Black Circle complex
- Letter from Lord Baravhad, sealed
- Djinni's chicken bone, from the City of Brass
- Tufts of red hair from Kay's bloodfox, in Blackhope Moor
- Teeth and claws from Black Circle starved desert dragon
- Little tiny green fungus (nightmare beast caves)
- Giant beast tusk (shrunk to 1/144th size)
- Hunk of petrified nightmare beast dung
- Orc pouch – little copper coins, beef jerky (Glaring Peak)
- Tiny bottle with Flicker's sapphire dust in it (trap the soul)
- Abernathy's silver ashtray (75 gp)
- Cape made of Seki fur
- Stuffed Seki head
- 6' long eyebat cable
- stolen snuff box
- bottle of Venic Giant muck; giant turtle souvenirs
- jar of Venic giant flesh
- red marble blood gargoyle face piece (to stuff in Mokad's mouth)
- 2 bottles wine from Medir, 1 from Kenderhold
- Burning God statue
- souvenir from Flashing Day at the mirrors of Semek
- black & silver studded leather armor (w/ accessories)
- mechanism, pottery & skull from Castle Blackhope
- original footman's mace
- 3 unholy symbols, black circle w/ 5 diamonds worth 500 gp?
- blind cow skull from Blackhope Dungeons

- wooden 18" javelin from Kay's neck (Verdshane)
- Used-up invisibility ring from infiltration
- wooden plague bat on string
- 4 dwarvish adamantite coins (@ 20 gp) from God's Thorn
- Miniature blue glass minaret from Zhamir
- empty drug pot
- golden holy symbol of Nifi on a silver chain (40 gp)
- Mining pincers (rakshasa underground tunnel)
- Bottle of Grond/babbler goop, with small eyeball
- 2 Dire rhino tusks from bone spider
- Bone fragments from the battle of Bone Pass
- 3 feathers from a giant dire raven
- Handful of miracs, min-miracs, and chits
- Really nice Yujan carvings
- Handful of pakeesh, Topia and Gin
- Three cases of turtle jerky
- 1 box Tevvian cigars (too mild for our taste)
- 1 pouch Northlynch leaf pipe tobacco (from Barnabas)
- 1 excellent corncob pipe (from Barnabas)
- 2 sets of stylish Tevvian clothing (needs tailoring)
- Manzanill's spiffy wardrobe, new clothes (light & heavy)
- Evil green potion from Kallor Black Circle central
- Dragon blood, scales, and teeth from Battle of Verdshane
- Vial of mud from the Battle of Verdshane
- Pennant from Sealing Day parade
- Carved horse & knight, in red and gold, from Sealing Day
- Letter from King, giving us Longtooth Keep and rank
- 2 plate-sized silver pieces from Eignomic's house
- Ostentatious magic "black circle" fake key
- Eye stalk from small tundra eye
- Really nice black circle robe with black circles, ~300 yrs old
- Black Circle & Rose kinetic toy
- Bit of rakshasa fur
- Box of perfect bugbear teeth (from Zeg)
- Monster tooth from Crimson Maw
- Shards of Maglubiyet's Fang.
- Meledien's disembodied, skeletal arm
- Pouch of sand from the floor of Naslyn
- Praska's Book of Lies
- Sealing wax & Oracle seal/Woundtender seal
- Pouch of greenspark tobacco
- Carved pipe & good tobacco (from Mrs. Horn)
- Gray slave robe (faked) & bucket from Tal Hai (Pike Vale)
- Insect poison (str) – Srapa?
- Virulent poison (con) – Srapa?
- Coin collection from around the multiverse

(Sir) Dranko Brightshield (formerly Blackhope)
"One Slippery Slope"
Former Guildmaster of the Undermen
Former Knight of the Spire Guard
Priest of Delioch

Age: 27 (June 18, 1808)
Height: 5' 11"
Weight: 190 lbs.
Eyes: black
Hair: black
Skin: tan
Right handed

Ring of Elemental Command

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Will DC 17 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a ring of elemental command takes a saving throw penalty as follows:
Water: -2 against fire-based effects

- * **Water walk (unlimited use)**
- * **Create water (unlimited use)**
- * **Water breathing (unlimited use)**
- * **Wall of ice (once per day)**
- * **Ice storm (twice per week)**
- * **Control water (twice per week)**

Strong conjuration; CL 15th; Forge Ring, summon monster VI, all appropriate spells; Price 200,000 gp.