

NAME: Mestakov Tamiir (aka Ker Blakros-Leroung)

CLASSES:

Favored Class: Druid

BACKGROUND:

Race: Human, Alignment: True Neutral, +2 Bonus to Strength, Faction: Exchange Languages: Common, Druid

ABILITIES:

Strength: 15/17 [7], Dexterity: 14 [5], Constitution: 14 [5] Intelligence: 10 [0], Wisdom: 15 [7], Charisma: 7 [-4]

DRUID:

Level 1 Druid Favored Class: +1 hit point **Nature Bond:** Animal Companion Bear (Nesti), Skills: Climb Perception,

Feat: Toughness, Tricks: attack, attack any target, defend, heal, perform track, work

SKILLS:

Climb (+1), Fly (0), Handle Animal (+1), Heal (0), Knowledge Geography (0), Knowledge Nature (+1), Knowledge Nobles (+1), Perception (+1), Survival (0), Swim (0)

FEATS:

Traits: Child of the Temple (Knowledge Nobles) [Faith], Tireless [Exchange/Faction] Feats: Spell Focus (Conjuration), Augment Summoning

PERSONAL:

Male, 74", 200 lbs, Age 27, Hair: Shaved (dark), Eyes: Dark, Skin: Pink.

GEAR:

Everburning Torch (110 gp), Scythe (18 gp), Leather Armor (10 gp), 2 daggers (4 gp), 5 days Trail Rations (2.5 gp), Backpack (2 gp), Belt pouch (1 gp), Waterskin (1 gp), Flint and Steel (1 gp), 32 sling bullets (0.32 gp), 3 Animal Feed (0.15 gp), Whetstone 0.02 gp), Soap (0.01 gp), Club (Free), Sling (Free), Holly and Mistletoe (Free), Explorer's Outfit (Free)

Background:

What is to be done after one has achieved one's every desire? After one has proved oneself, has won love and esteem, and has ascended to the highest heights? In particular, what is one to do when he realizes that he doesn't like who he has become?

Ker Leroung was lucky enough to be born a scion of House Leroung. Though when feeling somewhat more petulant he would claim it was unlucky, but honest evaluation suggests that Ker was, in fact, quite lucky.

Ker grew up with his every desire granted; with halflings forced to serve him by law, and lovely women throwing themselves at him from love of power. As with most Chelaxian nobles he was technically responsible for representing his house and nation in times of war, which could have been quite burdensome. But Ker was well positioned – hired guards escorted him to every battle, and their kills or captures became Ker's trophies, which of course caused Ker's repute to grow.

By his mid-twenties, Ker had achieved the exalted rank of Hellknight in the Order of the Nail. Ker was wed to Mia Blakros, who have him sons and turned a blind eye to his many trysts (with the obvious understanding that Ker would ignore hers, and would keep her well-supplied with new shoes). Nothing he wanted was out of reach; he was powerful politically, but also martially.

And then Ker [level 17 Aristocrat (6) / Fighter (6) / Cleric of Asmodeus (3) / Rogue (2)] began to wonder. What is to be done after one has achieved one's every desire? After one has proved oneself, has won love and esteem, and has ascended to the highest heights? In particular, what is one to do when he realizes that he doesn't like who he has become?

Ker hatched a scheme to reinvent himself; a one-way trip with no turning back. Ker sold off his worldly goods and purchased a ring of three wishes, and made contact with the vampire Lord Deneb Luftang. With almost all of Kuba's remaining wealth (wealth by level at level 17 is 410k -120k for ring = 290k) Ker cajoled Luftang to help Ker in his plan. Changing his appearance by the first wish, using a second wish to "survive the coming ordeal," allowing himself to be drained permanently by Luftang, and then using the final wish to retrain his one level of Aristocrat into Druid, Ker took the name Mestakov Tamiir. With the last bit of his remaining treasure to hire a boat to Sandpoint “no questions asked.” After a long journey, “Mestakov” arrived in Sandpoint, and sought out local elven druid Silvui Pep, who helped “Mestakov” to get a basic understanding of the woods and woodland magic. Now his days as an aristocrat seem like a far-off dream.

“Mestakov” got strange looks, asking a Shoanti priest to tell him what the tattoos on his head mean. He did get an answer; courage in combat, precision, and fortitude. Is the wish is playing some joke on him, with those tattoos?

LEVEL 2:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+1), Handle Animal (1), Heal (+1), Knowledge Geography (+1), Knowledge Nature (1), Knowledge Nobles (1), Perception (1), Survival (+1), Swim (+1)

LEVEL 3:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+2), Handle Animal (+2), Heal (1), Knowledge Geography (1), Knowledge Nature (++3), Knowledge Nobles (1), Perception (+2), Survival (1), Swim (1) **Feat:** Toughness

LEVEL 4:

Druid Favored Class: +1 hit point **Attribute Bonus:** +1 Str **Skills:** Climb (1), Fly (+3), Handle Animal (+3), Heal (1), Knowledge Geography (1), Knowledge Nature (+4), Knowledge Nobles (1), Perception (++4), Survival (1), Swim (1)

LEVEL 5:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+4), Handle Animal (+5), Heal (1), Knowledge Geography (1), Knowledge Nature (+5), Knowledge Nobles (1), Perception (+5), Survival (1), Swim (1) **Feat:** Natural Spell

LEVEL 6:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+6), Handle Animal (+6), Heal (1), Knowledge Geography (1), Knowledge Nature (+6), Knowledge Nobles (1), Knowledge Nobles (1), Perception (+6), Survival (1), Swim (1)

LEVEL 7:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+7), Handle Animal (+7), Heal (1), Knowledge Geography (1), Knowledge Nature (+7), Knowledge Nobles (1), Perception (+7), Survival (1), Swim (1) **Feat:** Power Attack

LEVEL 8:

Druid Favored Class: +1 hit point **Attribute Bonus:** +1 Wis **Skills:** Climb (1), Fly (+8), Handle Animal (+8), Heal (1), Knowledge Geography (1), Knowledge Nature (+8), Knowledge Nobles (1), Perception (+8), Ride (+1), Survival (1), Swim (1)

LEVEL 9:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+9), Handle Animal (+9), Heal (1), Knowledge Geography (1), Knowledge Nature (+9), Knowledge Nobles (1), Perception (+9), Ride (1), Survival (+4), Swim (1) **Feat:** Vital Strike

LEVEL 10:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+10), Handle Animal (+10), Heal (1), Knowledge Geography (1), Knowledge Nature (+10), Knowledge Nobles (1), Perception (+10), Ride (1), Survival (+5), Swim (1)

LEVEL 11:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+11), Handle Animal (+11), Heal (1), Knowledge Geography (1), Knowledge Nature (+11), Knowledge Nobles (1), Perception (+11), Ride (1), Survival (+6), Swim (1) **Feat:** Quicken Spell

LEVEL 12:

Druid Favored Class: +1 hit point **Attribute Bonus:** +1 Wis **Skills:** Climb (1), Fly (+12), Handle Animal (+12), Heal (1), Knowledge Geography (1), Knowledge Nature (+12), Knowledge Nobles (1), Perception (+7), Ride (1), Survival (+9), Swim (1)

LEVEL 13:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+13), Handle Animal (+13), Heal (1), Knowledge Geography (1), Knowledge Nature (+13), Knowledge Nobles (1), Perception (+13), Ride (1), Survival (+8), Swim (1) **Feat:** Critical Focus

LEVEL 14:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+14), Handle Animal (+14), Heal (1), Knowledge Geography (1), Knowledge Nature (+14), Knowledge Nobles (1), Perception (+14), Survival (+9), Swim (1)

LEVEL 15:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+15), Handle Animal (+15), Heal (1), Knowledge Geography (1), Knowledge Nature (+15), Knowledge Nobles (1), Perception (+15), Ride (1), Survival (+10), Swim (1) **Feat:** Improved Vital Strike

LEVEL 16:

Druid Favored Class: +1 hit point **Attribute Bonus:** +1 Wis **Skills:** Climb (1), Fly (+16), Handle Animal (15), Heal (1), Knowledge Geography (1), Knowledge Nature (+16), Knowledge Nobles (1), Perception (+16), Ride (1), Survival (+14), Swim (1)

LEVEL 17:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+17), Handle Animal (15), Heal (1), Knowledge Geography (1), Knowledge Nature (+17), Knowledge Nobles (1), Perception (+17), Ride (1), Survival (+16), Swim (1) **Feat:** Bleeding Critical

LEVEL 18:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+18), Handle Animal (15), Heal (1), Knowledge Geography (1), Knowledge Nature (+18), Knowledge Nobles (1), Perception (+18), Ride (1), Survival (+18), Swim (1)

LEVEL 19:

Druid Favored Class: +1 hit point **Skills:** Climb (1), Fly (+19), Handle Animal (+16), Heal (1), Knowledge Geography (1), Knowledge Nature (+19), Knowledge Nobles (1), Perception (+19), Ride (1), Survival (+19), Swim (1) **Feat:** Staggering Critical

LEVEL 20:

Druid Favored Class: +1 hit point **Attribute Bonus:** +1 Wis **Skills:** Climb (1), Fly (+20), Handle Animal (+17), Heal (1), Knowledge Geography (1), Knowledge Nature (+20), Knowledge Nobles (1), Perception (+20), Ride (1), Survival (+20), Swim (1)