

Daeron Sedig

Male human oracle 11 (dual-cursed oracle)

LG Medium humanoid

Init +0; **Senses** blindsense 30 ft., clouded vision 60 ft., darkvision 60 ft.;
Perception +14

Languages Common, Varisian

DEFENSE

AC 28, touch 12, flat-footed 28 (+14 armor, +2 deflection, +2 natural)

hp 112 (11 HD)

Fort +8, **Ref** +5, **Will** +9

Defensive Abilities battlefield clarity 2/day

OFFENSE

Speed 15 ft. (3 squares)

Melee +2 *dueling adamantine ranseur* +17/+12 (2d4+11/19-20/×3) or
+2 *dueling adamantine ranseur* +14/+9 (2d4+20/19-20/×3) with
Power Attack, or
+1 *spiked gauntlet* +15/+10 (1d4+7)
+1 *longsword* +15/+10 (1d8+7/19-20)

Ranged mwk chakram +9 (1d8+6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Special Attacks maneuver mastery (dirty trick), misfortune, weapon mastery (ranseur)

Oracle Spells Known (CL 11th; Concentration +14)

5th (4/day) – *commune*^M, *mass cure light wounds*^B, *righteous might*^B, *spell resistance*

4th (6/day) – *blessing of fervor*^{APG}, *cure critical wounds*^B, *divination*^M, *divine power*, *wall of fire*^B

3rd (6/day) – *bestow curse*^B, *blood biography*^{APG}, *borrow fortune*^{APG}, *cure serious wounds*^B, *prayer*,
speak with dead

2nd (6/day) – *aid*, *cure moderate wounds*^B, *instant armor*^{APG}, *oracle's burden*^{B APG}, *resist energy*, *shield*
other^F, *status*

1st (6/day) – *ant haul*^{APG}, *bane*, *bless*, *cure light wounds*^B, *deathwatch*, *divine favor*, *ill omen*^{B APG}

0 (at will) – *bleed*, *create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *purify food and*
drink, *read magic*, *stabilize*

Mystery battle

STATISTICS

Abilities Str 22 (+6), Dex 10 (+0), Con 16 (+3), Int 10 (+0), Wis 10 (+0), Cha 16 (+3)

Base Atk +8; **CMB** +14 (+28 dirty trick with ranseur, +23 disarm with ranseur); **CMD** 26 (28 vs. dirty trick, 40 vs. disarm/trip while wielding ranseur)

Feats Dazzling Display, Disheartening Display, Extra Revelation, Greater Dirty Trick^B, Improved Critical (ranseur^B), Improved Dirty Trick^B, Intimidating Prowess, Lunge, Power Attack (–3 attack +3/+6/+9 damage), Skill Focus (heal^B, intimidate^B), Weapon Focus (ranseur^B)

Skills Diplomacy +17, Heal +20, Intimidate +29, Perception +14, Sense Motive +14; **Armor Check**
Penalty –5

SQ focused study, fortune 2/day, oracle's curse (clouded vision, lame), skill at arms

Combat Gear focus components (*shield other*), material components (*divination* 10); **Other Gear** +1 *spiked gauntlet*, +2 *dueling adamantine ranseur**, +5 *full plate*, amulet of natural armor +2, *belt of physical might* +2 (strength, constitution), *cloak of resistance* +2, heavy steel shield (rarely used), masterwork chakram (5), masterwork longsword, *ring of protection* +2, tender (45gp)

Encumbrance light 519 lb., medium 1,038 lb., heavy 1,560 lb.; **Weight Carried** 88 lb. (excluding tender); *ant haul*



SPECIAL ABILITIES

Battlefield Clarity (Ex) Twice per day, as an immediate action, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse.

Clouded Vision Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 60 feet, but you can see as if you had blindsense and darkvision.

Fortune (Ex) As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability twice per day.

Lame One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. However, your speed is never reduced due to encumbrance.

Maneuver Mastery (Ex) When performing the dirty trick combat maneuver, you treat your oracle level as your base attack bonus (plus the BAB from other classes) when determining your CMB, you gain the Improved Dirty Trick feat, and you gain the Greater Dirty Trick feat. You do not need to meet the prerequisites to receive these feats.

Misfortune (Ex) As an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this revelation again for 1 day.

Skill At Arms (Ex) You gain proficiency in all martial weapons and heavy armor.

Weapon Mastery (Ex) You gain Weapon Focus and Improved Critical with the ranseur as bonus feats.

* The dueling property listed here is from the *Pathfinder Society Field Guide*, not to be confused with a similar ability of the same name from the *Advanced Player's Guide*.