



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
DYV8-05 Dyvinity
A Regional Adventure
Set in the Dyvers Region



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6
max 900 XP; 900 gp

APL 8
max 1,125 XP;
1,300 gp

APL 10
max 1,350 XP;
2,300 gp

APL 12
max 1,575 XP;
3,300 gp

Emissary of Molaho Khem: You have rescued the gnome from the clutches of his own cult, and he is indebted to you. For any ONE event round in the future, you may call the Emissary to act as your cohort, regardless of your leadership score, or even possession of the Leadership feat. Only one Emissary may be present a time.

Male Gnome (Chaos): Bbn1/Rgr4/HoL4; CR 10; Small Humanoid (Gnome); HD 4d8+4d10+1d12+36; hp 92; Init +5; Spd 30 ft/x4; AC 26 (+7 armor, +3 shield, +5 Dex, +1 size), touch 16, flat-footed 21; Base Atk/Grapple +9/+6; Full Atk +11/+6 Double-weapon (primary) (1d6+3; 19-20/x3, +2 Gnome Hooked Hammer), +11/+6 Double-weapon (secondary) (1d4+2; 19-20/x4, +2 Gnome Hooked Hammer); AL CG; SV Fort +19, Ref +15, Will +8;

Str 12(+1), Dex 20(+5), Con 18(+4), Int 8(-1), Wis 12(+1), Cha 21(+5);

Skills and Feats: Diplomacy¹ +15, Listen¹ +5, Ride¹ +13, Spot¹ +9, Survival¹ +3, Endurance², Improved Critical (Hammer, Gnome Hooked), Track², Two-Weapon Fighting², Improved Two-Weapon Fighting, Extra Smiting, Improved Buckler Defense Fast Movement (Ex); Rage: Animal Companion (Ex); Wild Empathy (Ex); **Aura of Good (Ex):** You have a moderate aura of Good; **Detect Evil (Sp):** At will, as the spell; **Divine Grace (Su):** Add +5 to all saves; Favored Enemy Humanoid (orc) (+2 bonus)

Smite Evil (Su): 2 time(s) per day, you can add +5 to your attack roll; if the creature you strike is evil, you inflict an extra 4 points of damage.

Remove Fatigue (Su): You can eliminate fatigue in any creature you touch Using this ability is a standard action; you may use this ability 7 times per day.

Aura of Resolve (Ex): You are immune to all charm and compulsion effects. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm or compulsion effects.

Break Enchantment (Sp): Once per week you can use break enchantment.

Code of Conduct: You must be of chaotic good alignment and lose all special class abilities if you ever willingly commit an act of evil.

Chosen of Molaho Khem: For your actions to unify his followers, you have gained the attention of the Hero God. One time in the future, while protecting others who cannot defend themselves, you may, as a free action, call on the Hero God, granting the benefits of a *righteous might* spell (CL20) for the normal duration of the spell

Shara-Hosh (Man-Cleaver): This falchion of Orcish manufacture was found in the sewers of Dyvers, left over from a raiding orc who was presumably consumed by a Gelatinous Cube. (See below for characteristics)

ITEMS FOUND DURING THE ADVENTURE
Cross off all items **NOT** found

All APLs

❖ *Boots of Sidestepping (6,000 GP, Adventure, MIC)*

APL 6

❖ *+1 Human Bane falchion (8,335 gp)*

APL 8

❖ *+1 keen, Human Bane falchion (16,335 gp)*

APL 10

❖ *+2 keen, Human Bane falchion (32,335 gp)*

APL 12

❖ *+2 keen Human Bane falchion of Mighty Cleaving (50,335 gp)*

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp

GP

Starting GP

GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 OR 2 TU

TU Cost

TU

Added TU Costs



TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL