

V'lk

Player: Chris Kanute

Male Elf Oracle 9, Rogue 2 - CL11 - CR 10

Chaotic Good Humanoid (Elf); Deity: **Calistria**; Age: **115**;
Height: **6' 1"**; Weight: **123lb.**; Eyes: **bright green**; Hair:
mouse brown; Skin: **fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	15/17	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+3				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+10	=	+6	+4			Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+6	=	+6				Elven Immunities: +2 vs. enchantments

Damage Resistance, Fire (10)				Elven Immunities - Sleep						
Elven Immunities										
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=	+5		+4		+1			+1
Touch AC	15		Flat-Footed AC				17			

		BAB	Strength	Size	Misc	
CM Bonus	+9	=	+7	+2	-	-

		BAB	Strength	Dexterity	Size
CM Defense	24 = 10	+7	+2	+4	-

Base Attack	+7	HP	70
Initiative	+6	Damage / Current HP	
Speed	30 ft		

+1 Cold Iron Morningstar

Mainhand: **+10/+5, 1d8+3** Crit: x2
Both Hands: **+10/+5, 1d8+4** 1-Hand, B/P
Main w/ Offhand: **+6/+1, 1d8+3**
Main w/ Light Off.: **+8/+3, 1d8+3**
Offhand: **+6/+1, 1d8+2**

+1 Chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+22	DEX (4)	10	
Appraise	+6	INT (2)	1	
Bluff	+3	CHA (3)	-	
Climb	+11	STR (2)	1	
Craft (alchemy)	+6	INT (2)	1	
Craft (Artist/Drawing)	+6	INT (2)	1	
Diplomacy	+3	CHA (3)	-	
Disable Device	+19	DEX (4)	8	
Disguise	+9	CHA (3)	3	
Escape Artist	+21	DEX (4)	10	
Fly	+4	DEX (4)	-	
Heal	+4	WIS (0)	1	
Intimidate	+15	CHA (3)	9	
Knowledge (dungeoneering)	+13	INT (2)	8	
Knowledge (local)	+7	INT (2)	2	
Linguistics	+6	INT (2)	1	
Perception	+18	WIS (0)	13	
Trapfinding: +1 to locate traps				
Perform (dance)	+7	CHA (3)	1	
Profession (trapper)	+4	WIS (0)	1	
Ride	+5	DEX (4)	1	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+9	DEX (4)	2	
Stealth	+31	DEX (4)	15	
Survival	+6	WIS (0)	1	
Swim	+6	STR (2)	1	
Use Magic Device	+7	CHA (3)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (5 AoO/round)
Elven Weapon Proficiencies
Exotic Weapon Proficiency (Wakizashi)
Extra Revelation
Improved Two-weapon Fighting
Quick Draw
Rogue Weapon Proficiencies
Shield Proficiency
Simple Weapon Proficiency - All
Stealthy
Student Survivalist (Shalelu) (Ex)
Two-weapon Fighting
Warrior of Old

Special Abilities

Elven Magic
Evasion (Ex)
Fast Stealth (Ex)
Low-Light Vision
Sneak Attack +1d6

+1 Shortsword

Mainhand: **+10/+5, 1d6+3** Crit: 19-20/x2
Main w/ Offhand: **+6/+1, 1d6+3** Light, P
Main w/ Light Off.: **+8/+3, 1d6+3**
Offhand: **+8/+3, 1d6+2**

+2 Shortsword

Mainhand: **+11/+6, 1d6+4** Crit: 19-20/x2
Main w/ Offhand: **+7/+2, 1d6+4** Light, P
Main w/ Light Off.: **+9/+4, 1d6+4**
Offhand: **+9/+4, 1d6+3**

Cestus

Mainhand: **+9/+4, 1d4+2** Crit: 19-20/x2
Main w/ Offhand: **+5/+0, 1d4+2** Light, B/P, Monk
Main w/ Light Off.: **+7/+2, 1d4+2**
Offhand: **+7/+2, 1d4+1**

Claws of the ice bear (3 rounds/day)

Mainhand: **+9/+4, 1d4+2** Crit: x2
Main w/ Offhand: **+5/+0, 1d4+2** Light, P
Main w/ Light Off.: **+7/+2, 1d4+2**
Offhand: **+7/+2, 1d4+1**

Dagger

Mainhand: **+9/+4, 1d4+2** Crit: 19-20/x2
Main w/ Offhand: **+5/+0, 1d4+2** Rng: 10'
Main w/ Light Off.: **+7/+2, 1d4+2** Light, P/S
Offhand: **+7/+2, 1d4+1**

Ranged: **+11/+6, 1d4+2**
Ranged w/ Offhand: **+7/+2, 1d4+2**
Ranged w/ Light Off.: **+9/+4, 1d4+2**
Ranged Offhand: **+9/+4, 1d4+1**

Deadly kiss

Mainhand: **+10/+5, 1d4+3** Crit: 19-20/x2
Main w/ Offhand: **+6/+1, 1d4+3** Rng: 10'
Main w/ Light Off.: **+8/+3, 1d4+3** Light, P/S
Offhand: **+8/+3, 1d4+2**

Ranged: **+12/+7, 1d4+3**
Ranged w/ Offhand: **+8/+3, 1d4+3**
Ranged w/ Light Off.: **+10/+5, 1d4+3**
Ranged Offhand: **+10/+5, 1d4+2**

Masterwork Composite shortbow (Str +2)

Ranged, Both Hands: **+12/+7, 1d6+2** Crit: x3
Rng: 70'
2-Hand, P

Sap

Mainhand: **+9/+4, 1d6+2** Crit: x2
Main w/ Offhand: **+5/+0, 1d6+2** Light, B, Nonlethal
Main w/ Light Off.: **+7/+2, 1d6+2**
Offhand: **+7/+2, 1d6+1**

Experience & Wealth

Experience Points: **30/33**
Current Cash: **189 GP, 2 SP, 4 CP**

Whispering Shrike

Mainhand: **+10/+5, 1d6+3** Crit: 18-20/x2
Main w/ Offhand: **+6/+1, 1d6+3** Light, P/S, Deadly
Main w/ Light Off.: **+8/+3, 1d6+3**
Offhand: **+8/+3, 1d6+2**

Mithral Chain shirt

+4

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

Gear

Total Weight Carried: 50.4/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Chain shirt <In: Bag of holding I (88 @ 92.5	25 lbs
+1 Cold Iron Morningstar	6 lbs
+1 Shortsword	2 lbs
+2 Shortsword	2 lbs
Alchemist's fire <In: Bag of holding I (88 @ 92.5	1 lb
Amulet of natural armor +1	-
Antiplague <In: Bandoleer>	-
Backpack, masterwork (empty) <In: Bag of holding I 4 lbs	
Bag of holding I (88 @ 92.5 lbs)	15 lbs
Bandages of rapid recovery <In: Bag of holding I (88 1 lb	
Bandoleer (22 @ 0 lbs)	-
Bedroll <In: Bag of holding I (88 @ 92.5 lbs)>	5 lbs
Belladonna x5 <In: Bandoleer>	-
Belt pouch (3 @ 0 lbs) <In: Bag of holding I (88	0.5 lbs
Black lotus extract x2 <In: Bandoleer>	-
Blue whinnis x4 <In: Bandoleer>	-
Boots of elvenkind	1 lb
Boots of the winterlands <In: Bag of holding I (88 @	1 lb
Candle x5 <In: Bag of holding I (88 @ 92.5 lbs)>	-
Casting plaster <In: Bag of holding I (88 @ 92.5	5 lbs
Cestus <In: Bag of holding I (88 @ 92.5 lbs)>	1 lb
Chalk <In: Belt pouch (3 @ 0 lbs)>	-
Claws of the ice bear (3 rounds/day) <In: Bag of	1 lb
Climber's kit <In: Bag of holding I (88 @ 92.5 lbs)>	5 lbs
Cloak of elvenkind	1 lb
Cold Iron Arrows x40 <In: Bag of holding I (88	0.15 lbs
Dagger	1 lb
Deadly kiss	1 lb
Elixir of tumbling x3	-
Explorer's Outfit (Free)	-
Fishhook <In: Bag of holding I (88 @ 92.5 lbs)>	-
Flint and steel <In: Bag of holding I (88 @ 92.5 lbs)>	-
Fugitive's grenade <In: Bandoleer>	-
Goggles of minute seeing	-
Grappling hook <In: Bag of holding I (88 @ 92.5	4 lbs
Headband of alluring charisma +2	1 lb
Jingasa of the fortunate soldier (1/day)	3 lbs
Masterwork Composite shortbow (Str +2)	2 lbs
Medium spider venom x2 <In: Bandoleer>	-

Gear

Total Weight Carried: 50.4/175lbs, Light Load

(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Mithral Chain shirt <In: Bag of holding I (88 @ 12.5 lbs
Money 3.9 lbs
MW Shuriken, sewn to inside of vest (worth 0 gp) -
Oil of bless weapon x2 <In: Bag of holding I (88 @ 92.5 -
Potion of cure light wounds x3 <In: Bag of holding I (88 -
Potion of cure moderate wounds x2 <In: Bag of holding I -
Potion of cure serious wounds x4 <In: Bandoleer> -
Potion of displacement <In: Bandoleer> -
Potion of pass without trace x2 <In: Bag of holding I (88 -
Potion of Restoration, Lesser <In: Bag of holding I (88 @ -
Potion of Vanish <In: Bandoleer> -
Ring of climbing -
Ring of fire resistance (minor) -
Sack (empty) <In: Bag of holding I (88 @ 92.5 0.5 lbs
Sacred Bond Bracelet (gold, 100gp) -
Sap 2 lbs
Scabbard, Quick Draw feat (+1d6 on 1st backstab) -
Sewing needle <In: Belt pouch (3 @ 0 lbs)> -
Shadow essence x28 -
Signal whistle <In: Belt pouch (3 @ 0 lbs)> -
Silk rope <In: Bag of holding I (88 @ 92.5 lbs)> 5 lbs
Silver Arrows x50 0.15 lbs
Skyrocket firework x4 <In: Bag of holding I (88 @ 92.5 1 lb
Soul soap <In: Bag of holding I (88 @ 92.5 lbs)> 2 lbs
String or twine <In: Bag of holding I (88 @ 92.5 0.5 lbs
Thieves' tools, masterwork <In: Bag of holding I (88 2 lbs
Thunderstone <In: Bag of holding I (88 @ 92.5 lbs)> 1 lb
Trail rations x4 <In: Bag of holding I (88 @ 92.5 lbs)> 1 lb
Twine (50') <In: Bag of holding I (88 @ 92.5 lbs)> 0.5 lbs
Universal solvent <In: Bag of holding I (88 @ 92.5 lbs)> -
Wand of Cure Light Wounds -
Wand of Endure Elements <In: Bag of holding I (88 @ -
Weapon cord <In: Bandoleer> -
Whetstone <In: Bag of holding I (88 @ 92.5 lbs)> 1 lb
Whispering Shrike 2 lbs

Special Abilities

Trapfinding +1

Tracked Resources

Alchemist's fire ☐
Antiplague ☐
Bandages of rapid recovery ☐
Belladonna ☐☐☐☐☐
Black lotus extract ☐☐
Blue whinnis ☐☐☐☐
Claws of the ice bear (3 rounds/day) ☐☐
Cold Iron Arrows ☐☐☐☐☐☐☐☐☐☐
Dagger ☐
Deadly kiss ☐

Tracked Resources

Elixir of tumbling ☐☐☐
Jingasa of the fortunate soldier (1/day) ☐
Medium spider venom ☐☐
Oil of bless weapon ☐☐
Potion of cure light wounds ☐☐☐
Potion of cure moderate wounds ☐☐
Potion of cure serious wounds ☐☐☐☐
Potion of displacement ☐
Potion of pass without trace ☐☐
Potion of Restoration, Lesser ☐
Potion of Vanish ☐
Shadow essence ☐☐☐☐☐☐☐☐☐☐
Shield Other (1/day) ☐
Silver Arrows ☐☐☐☐☐☐☐☐☐☐
Skyrocket firework ☐☐☐☐
Soul soap ☐
Thunderstone ☐
Trail rations ☐☐☐☐
Universal solvent ☐☐

Languages

Common
Elven
Goblin

Sign Language
Tien

Spells & Powers

Oracle Spell DC: 13 + spell level

CL: 9 (vs. SR: +11, Concentration: +12)

Melee Touch +9 Ranged Touch +9

Maximum Oracle spells known / per day: **8/*x0; 5/7x1; 4/7x2; 3/7x3; 2/4x4**

Oracle 0: Stabilize, Mending, Purify Food and Drink (DC 13), Detect Magic, Light

Oracle 1: Endure Elements, Cure Light Wounds

Oracle 2: Cure Moderate Wounds

Oracle 3: Cure Serious Wounds

Oracle 4: Cure Critical Wounds