

# V'lk

Player: Chris Kanute

Male Elf Oracle 11, Rogue 2 - CL13 - CR 12

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
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>18</b>	<b>+4</b>	
<b>CON</b> CONSTITUTION	<b>10/12</b>	<b>0/+1</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>16/18</b>	<b>+3/+4</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+8</b>	=	<b>+3</b>	<b>+1</b>		<b>+4</b>	
	Elven Immunities: +2 vs. enchantments						
<b>REFLEX</b> (DEXTERITY)	<b>+14</b>	=	<b>+6</b>	<b>+4</b>		<b>+4</b>	
	Elven Immunities: +2 vs. enchantments						
<b>WILL</b> (WISDOM)	<b>+11</b>	=	<b>+7</b>			<b>+4</b>	
	Elven Immunities: +2 vs. enchantments						

<b>Damage Resistance, Fire (10)</b>	<b>Elven Immunities - Sleep</b>
<b>Elven Immunities</b>	<b>Immunity to Fear (Ex)</b>

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>24</b>	=	<b>+6</b>		<b>+4</b>		<b>+1</b>	<b>+2</b>	<b>+1</b>

<b>Touch AC</b> <b>17</b>	<b>Flat-Footed AC</b> <b>20</b>
	BAB Strength Size Misc

<b>CM Bonus</b> <b>+11</b>	=	<b>+9</b>	<b>+2</b>	-	-
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CM Defense	28	=	10	BAB	Strength	Dexterity	Size
				<b>+9</b>	<b>+2</b>	<b>+4</b>	-

<b>Base Attack</b>	<b>+9</b>	<b>HP</b>	<b>91</b>
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<b>Initiative</b>	<b>+6</b>	Damage / Current HP
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<b>Speed</b>	<b>30 ft</b>
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## +1 Cold Iron Morningstar

Mainhand: **+16/+11, 1d8+3**

Both Hands: **+16/+11, 1d8+4**

Main w/ Offhand: **+12/+7, 1d8+3**

Main w/ Light Off.: **+14/+9, 1d8+3**

Offhand: **+12/+7, 1d8+2**

## +1 Flaming Composite longbow (Str +2)

Ranged, Both Hands: **+18/+13,**  
**1d8+3+1d6 fire**

Crit: x2  
1-Hand, B/P

Crit: x3  
Rng: 110'  
2-Hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+29</b>	DEX (4)	13	
<b>Appraise</b>	<b>+10</b>	INT (2)	1	
<b>Bluff</b>	<b>+8</b>	CHA (4)	-	
<b>Climb</b>	<b>+15</b>	STR (2)	1	
<b>Craft (alchemy)</b>	<b>+10</b>	INT (2)	1	
<b>Craft (Artist/Drawing)</b>	<b>+10</b>	INT (2)	1	
<b>Diplomacy</b>	<b>+8</b>	CHA (4)	-	
<b>Disable Device</b>	<b>+27</b>	DEX (4)	8	
<b>Disguise</b>	<b>+14</b>	CHA (4)	3	
<b>Escape Artist</b>	<b>+30</b>	DEX (4)	10	
<b>Fly</b>	<b>+8</b>	DEX (4)	-	
<b>Heal</b>	<b>+8</b>	WIS (0)	1	
<b>Intimidate</b>	<b>+20</b>	CHA (4)	9	
<b>Knowledge (dungeoneering)</b>	<b>+17</b>	INT (2)	8	
<b>Knowledge (local)</b>	<b>+13</b>	INT (2)	4	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (2)	1	
<b>Knowledge (religion)</b>	<b>+10</b>	INT (2)	1	
<b>Linguistics</b>	<b>+11</b>	INT (2)	2	
<b>Perception</b>	<b>+24</b>	WIS (0)	10	
Trapfinding: +1 to locate traps				
<b>Perform (dance)</b>	<b>+12</b>	CHA (4)	1	
<b>Profession (trapper)</b>	<b>+8</b>	WIS (0)	1	
<b>Ride</b>	<b>+9</b>	DEX (4)	1	
<b>Sense Motive</b>	<b>+8</b>	WIS (0)	1	
<b>Sleight of Hand</b>	<b>+13</b>	DEX (4)	2	
<b>Stealth</b>	<b>+38</b>	DEX (4)	13	
<b>Survival</b>	<b>+10</b>	WIS (0)	1	
<b>Swim</b>	<b>+15</b>	STR (2)	1	
<b>Use Magic Device</b>	<b>+13</b>	CHA (4)	2	

## Feats, Traits & Flaws

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Reflexes (5 AoO/round)  
Elven Weapon Proficiencies  
Exotic Weapon Proficiency (Wakizashi)  
Extra Revelation  
Improved Critical (Wakizashi)  
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

### +1 Flaming Shortsword

Mainhand: **+16/+11, 1d6+3+1d6 fire** Crit: 19-20/x2  
Main w/ Offhand: **+12/+7,** Light, P

**1d6+3+1d6 fire**

Main w/ Light Off.: **+14/+9,**

**1d6+3+1d6 fire**

Offhand: **+14/+9, 1d6+2+1d6 fire**

### Deadly kiss

Mainhand: **+16/+11, 1d4+3** Crit: 19-20/x2

Main w/ Offhand: **+12/+7, 1d4+3** Rng: 10'

Main w/ Light Off.: **+14/+9, 1d4+3** Light, P/S

Offhand: **+14/+9, 1d4+2**

Ranged: **+18/+13, 1d4+3**

Ranged w/ Offhand: **+14/+9, 1d4+3**

Ranged w/ Light Off.: **+16/+11,**

**1d4+3**

Ranged Offhand: **+16/+11, 1d4+2**

### Sap

Mainhand: **+15/+10, 1d6+2** Crit: x2

Main w/ Offhand: **+11/+6, 1d6+2** Light, B, Nonlethal

Main w/ Light Off.: **+13/+8,**

**1d6+2**

Offhand: **+13/+8, 1d6+1**

### Whispering Shrike

Mainhand: **+16/+11, 1d6+3** Crit: 15-20/x2

Main w/ Offhand: **+12/+7, 1d6+3** Light, P/S, Deadly

Main w/ Light Off.: **+14/+9,**

**1d6+3**

Offhand: **+14/+9, 1d6+2**

### +2 Shadow, Slick Mithral Chain shirt

**+6**

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

### Gear

**Total Weight Carried: 299.9/175lbs, Over Load  
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)**

+1 Cold Iron Morningstar	6 lbs
+1 Flaming Composite longbow (Str +2)	3 lbs
+1 Flaming Shortsword	2 lbs
+2 Shadow, Slick Mithral Chain shirt	12.5 lbs
Alchemist's fire x4	1 lb
Amulet of natural armor +1	-
Antiplague <In: Bandoleer>	-
Arrows - 20 cold iron	-
Arrows - 20 silver	-
Backpack, masterwork (empty) <In: Bag of holding I	4 lbs
Bag of holding I (15 @ 18.5 lbs)	15 lbs
Bandoleer (19 @ 0 lbs)	-
Bedroll <In: Bag of holding I (15 @ 18.5 lbs)>	5 lbs
Belladonna x5 <In: Bandoleer>	-

### Experience & Wealth

Experience Points: **36/39**  
Current Cash: **12314 GP, 2 SP, 4 CP**

### Gear

**Total Weight Carried: 299.9/175lbs, Over Load  
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)**

Belt of mighty constitution +2	1 lb
Belt pouch (empty) <In: Bag of holding I (15 @	0.5 lbs
Black adder venom x5	-
Black lotus extract x2 <In: Bandoleer>	-
Blue whinnis x4 <In: Bandoleer>	-
Boots of elvenkind	1 lb
Deadly kiss	1 lb
Deathblade x4	-
Elixir of tumbling x3	-
Explorer's Outfit (Free)	-
Fugitive's grenade <In: Bandoleer>	-
Gloves of swimming and climbing	-
Goggles of minute seeing	-
Headband of alluring charisma +2	1 lb
Jingasa of the fortunate soldier (1/day)	3 lbs
Money	246.4 lbs
Oil of taggit x5	-
Potion of cat's grace x3	-
Potion of cure moderate wounds x2 <In: Bag of holding	-
Potion of cure serious wounds x5 <In: Bandoleer>	-
Potion of pass without trace x2 <In: Bag of holding I	-
Potion of restoration, lesser x3	-
Potion of Vanish <In: Bandoleer>	-
Potion of water breathing x2	-
Ring of fire resistance (minor)	-
Ring of protection +2	-
Sacred Bond Bracelet (gold, 100gp)	-
Salve of slipperiness	-
Sap	2 lbs
Scabbard, Quick Draw feat (+1d6 on 1st backstab)	-
Shadow essence x28	-
Silversheen x2	-
Skyrocket firework x4 <In: Bag of holding I (15 @	1 lb
Soul soap <In: Bag of holding I (15 @ 18.5 lbs)>	2 lbs
Sovereign glue x3	-
Thieves' tools, masterwork <In: Bag of holding I (15	2 lbs
Thunderstone <In: Bag of holding I (15 @ 18.5 lbs)>	1 lb
Universal solvent <In: Bag of holding I (15 @ 18.5 lbs)>	-
Whispering Shrike	2 lbs

### Special Abilities

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

### Tracked Resources

Alchemist's fire	□□□□
Antiplague	□
Belladonna	□□□□□
Black adder venom	□□□□□

## Tracked Resources

Black lotus extract	<input type="checkbox"/>	<input type="checkbox"/>
Blue whinnis	<input type="checkbox"/>	<input type="checkbox"/>
Deadly kiss	<input type="checkbox"/>	
Deathblade	<input type="checkbox"/>	<input type="checkbox"/>
Elixir of tumbling	<input type="checkbox"/>	<input type="checkbox"/>
Jingasa of the fortunate soldier (1/day)	<input type="checkbox"/>	
Oil of taggit	<input type="checkbox"/>	<input type="checkbox"/>
Potion of cat's grace	<input type="checkbox"/>	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>	<input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/>	<input type="checkbox"/>
Potion of pass without trace	<input type="checkbox"/>	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>	<input type="checkbox"/>
Potion of Vanish	<input type="checkbox"/>	
Potion of water breathing	<input type="checkbox"/>	<input type="checkbox"/>
Salve of slipperiness	<input type="checkbox"/>	
Shadow essence	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Shield Other (1/day)	<input type="checkbox"/>	
Silversheen	<input type="checkbox"/>	<input type="checkbox"/>
Skyrocket firework	<input type="checkbox"/>	<input type="checkbox"/>
Soul soap	<input type="checkbox"/>	
Sovereign glue	<input type="checkbox"/>	<input type="checkbox"/>
Thunderstone	<input type="checkbox"/>	
Universal solvent	<input type="checkbox"/>	<input type="checkbox"/>

## Languages

Elven	Sign Language
Goblin	Tien
Minkaian	

## Spells & Powers

### Oracle Spell DC: 14 + spell level

CL: 11 (vs. SR: +13, Concentration: +15)

Melee Touch +15 Ranged Touch +17

Maximum Oracle spells known / per day: **9/\***x0; **5/7**x1;

**5/7**x2; **4/7**x3; **3/7**x4; **2/4**x5

Oracle 0: Purify Food and Drink (DC 14), Stabilize, Detect Magic, Mending, Light

Oracle 1: Cure Light Wounds, Endure Elements

Oracle 2: Cure Moderate Wounds

Oracle 3: Cure Serious Wounds

Oracle 4: Cure Critical Wounds

Oracle 5: Cure Light Wounds, Mass

## Companions

### Horse, light (combat trained), Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 FI

Fly **+0**, Perception **+6**, Stealth **-2**

Hooves x2 (Horse) **Melee +3 x2**, **1d4+3**, x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

## Background

Bandages of Rapid Recovery

Boots of Winterkind

Claws of the Ice Bear

Wand of Endure Elements (50)

Mundane Gear: Candles(5), Casting Powder, Chalk, Climber's Kit, Fish Hook, Flint & Steel, Grappling Hook, MW Shuriken (sew inside vest), Sack(2), Sewing Needle, Signal Whistle, Sting/Twine, Trail Rations(4), Weaponcord, Whetstone.