

V'lk

Player: Chris Kanute

Male Elf Oracle 1, Rogue 2 - CL3 - CR 2

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	17	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=			+1		
REFLEX (DEXTERITY)	+7	=	+3	+3	+1		
WILL (WISDOM)	+3	=	+2		+1		

Elven Immunities				Elven Immunities - Sleep					
	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+4		+3				
Touch AC	13	Flat-Footed AC				14			

	BAB	Strength	Size	Misc
CM Bonus +3	=	+1	+2	-
	BAB	Strength	Dexterity	Size
CM Defense 16	=	10	+1	+2
			+3	-
Total	Damage / Current HP			
HP 22				
Base Attack	+1	Initiative	+5	
		Speed	30 ft	

Cestus

Mainhand: **+3, 1d4+2** Crit: 19-20/x2
Main w/ Offhand: **-1, 1d4+2** Light, B/P, Monk
Main w/ Light Off.: **+1, 1d4+2**
Offhand: **+1, 1d4+1**

Chain Shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (3)	3	
Appraise	+6	INT (2)	1	
Bluff	+2	CHA (2)	-	
Climb	+11	STR (2)	1	
Craft (Artist/Drawing)	+6	INT (2)	1	
Diplomacy	+2	CHA (2)	-	
Disguise	+7	CHA (2)	2	
Escape Artist	+9	DEX (3)	1	
Fly	+3	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+8	CHA (2)	3	
Knowledge (Dungeoneering)	+6	INT (2)	1	
Knowledge (Local)	+6	INT (2)	1	
Perception	+8	WIS (0)	3	
Profession (Trapper)	+4	WIS (0)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+7	DEX (3)	1	
Stealth	+11	DEX (3)	3	
Survival	+6	WIS (0)	1	
Swim	+6	STR (2)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)
Armor Proficiency (Medium)
Elven Weapon Proficiencies
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
Resiliency (Ex)
Sneak Attack +1d6
Trapfinding +1

Dagger

Mainhand: **+3, 1d4+2** Crit: 19-20/x2
 Main w/ Offhand: **-1, 1d4+2** Rng: 10'
 Main w/ Light Off.: **+1, 1d4+2** Light, P/S
 Offhand: **+1, 1d4+1**
 Ranged: **+4, 1d4+2**
 Ranged w/ Offhand: **+0, 1d4+2**
 Ranged w/ Light Off.: **+2, 1d4+2**
 Ranged Offhand: **+2, 1d4+1**

Masterwork Shortbow, Composite (Str +0)

Ranged, Both Hands: **+5, 1d6** Crit: 20/x3
 Rng: 70'
 2-Hand, P

Sap

Mainhand: **+3, 1d6+2** Crit: 20/x2
 Main w/ Offhand: **-1, 1d6+2** Light, B, Nonlethal
 Main w/ Light Off.: **+1, 1d6+2**
 Offhand: **+1, 1d6+1**

Shortsword

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

Unarmed Strike

Mainhand: **+3, 1d3+2** Crit: 20/x2
 Main w/ Offhand: **-1, 1d3+2** Light, B, Nonlethal
 Main w/ Light Off.: **+1, 1d3+2**
 Offhand: **+1, 1d3+1**

Gear

Total Weight Carried: 66.86/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Bane (Animals) (Animals) Arrows x50 0.15 lbs
 Backpack (21 @ 18 lbs) 2 lbs
 Bedroll <In: Backpack (21 @ 18 lbs)> 5 lbs
 Candle x5 <In: Backpack (21 @ 18 lbs)>
 Casting Powder <In: Backpack (21 @ 18 lbs)> 5 lbs
 Cestus 1 lb
 Chain Shirt 25 lbs
 Chalk, 1 piece <In: Pouch, belt (5 @ 1 lbs)>
 Cloak of Resistance, +1 1 lb
 Cow Bell <In: Sack (3 @ 1 lbs)> -
 Dagger 1 lb
 Explorer's Outfit (Free) -
 Firework, Desnan candle <In: Backpack (21 @ 18 lbs)>
 Firework, Skyrocket <In: Backpack (21 @ 18 lbs)> 1 lb
 Fishhook <In: Pouch, belt (5 @ 1 lbs)>
 Flint and steel <In: Pouch, belt (5 @ 1 lbs)>
 flint shards knapped into cutting blades <In: Sack (2 @ 0 -
 Fortune-Teller's Deck, Common <In: Backpack (21 0.5 lbs
 Kit (Craft Draw/Sketch) <In: Backpack (21 @ 18 lbs)> -
 Kit (Prof Trapper) <In: Backpack (21 @ 18 lbs)> -

Experience & Wealth

Experience Points: 6/9
 Current Cash: **187 GP, 2 SP, 4 CP**

Gear

Total Weight Carried: 66.86/175lbs, Medium Load

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

Masterwork Shortbow, Composite (Str +0) 2 lbs
 Money 3.86 lbs
 MW Shuriken, sewn to inside of vest (worth 0 gp) -
 Penny Dreadfuls <In: Backpack (21 @ 18 lbs)> -
 Potion of Cure Light Wounds -
 Potion of Restoration, Lesser -
 Pouch of deadmen's ashes (empty) <In: Backpack (21 -
 Pouch, belt (5 @ 1 lbs) 0.5 lbs
 Rations, trail (per day) x4 <In: Backpack (21 @ 18 1 lb
 Ring of Climbing -
 Sack (2 @ 0 lbs) <In: Backpack (21 @ 18 lbs)> 0.5 lbs
 Sack (3 @ 1 lbs) <In: Backpack (21 @ 18 lbs)> 0.5 lbs
 Sack (empty) <In: Backpack (21 @ 18 lbs)> 0.5 lbs
 Sap 2 lbs
 Sewing needle <In: Pouch, belt (5 @ 1 lbs)>
 Shortsword 2 lbs
 String (50') <In: Sack (3 @ 1 lbs)> 0.5 lbs
 Twine (50') <In: Sack (3 @ 1 lbs)> 0.5 lbs
 vials of simple dyes <In: Sack (2 @ 0 lbs)> -
 Weapon Cord -
 Whetstone <In: Pouch, belt (5 @ 1 lbs)> 1 lb
 Whistle, Signal

Tracked Resources

+1 Bane (Animals) (Animals) Arrows ☐☐☐☐☐ ☐☐☐☐☐
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Dagger ☐
 Firework, Desnan candle ☐
 Firework, Skyrocket ☐
 Potion of Cure Light Wounds ☐
 Potion of Restoration, Lesser ☐
 Rations, trail (per day) ☐☐☐☐

Languages

Common
 Elven
 Goblin
 Sign Language

Spells & Powers

Oracle Spell DC: 12 + spell level

CL: 1 (vs. SR: +3, Concentration: +3)

Melee Touch +3 Ranged Touch +4

Maximum Oracle spells known / per day: **4/***x0; **2/4**x1

Oracle 0: Purify Food and Drink (DC 12), Mending,
Stabilize, Detect Magic

Oracle 1: Protection from Evil (DC 13), Cure Light

Wounds (DC 13), Endure Elements (DC 13)