

V'lk

Player: Chris Kanute

Male Elf Oracle 2, Rogue 2 - CL4 - CR 3

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	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=			+1		
REFLEX (DEXTERITY)	+8	=	+3	+4	+1		
WILL (WISDOM)	+4	=	+3		+1		

Elven Immunities				Elven Immunities - Sleep					
	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+4		+4				
Touch AC	14	Flat-Footed AC			14				

CM Bonus	BAB	Strength	Size	Misc
+4	=	+2	+2	-

CM Defense	BAB	Strength	Dexterity	Size
18	=	10	+2	+2

HP	Total	Damage / Current HP
27		

Base Attack	Initiative	Speed
+2	+6	30 ft

+1 Cold Iron Morningstar	
Mainhand: +5, 1d8+3	Crit: 20/x2
Both Hands: +5, 1d8+4	1-Hand, B/P
Cestus	

Mainhand: +4, 1d4+2	Crit: 19-20/x2
Main w/ Offhand: +0, 1d4+2	Light, B/P, Monk

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
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	+11	DEX (4)	2	
Fly	+4	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+8	CHA (2)	3	
Knowledge (Dungeoneering)	+6	INT (2)	1	
Knowledge (Local)	+6	INT (2)	1	
Perception	+14	WIS (0)	9	
Profession (Trapper)	+4	WIS (0)	1	
Ride	+6	DEX (4)	2	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+9	DEX (4)	2	
Stealth	+18	DEX (4)	9	
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	
Sneak Attack +1d6	
Trapfinding +1	

Dagger

Mainhand: **+4, 1d4+2** Crit: 19-20/x2
 Main w/ Offhand: **+0, 1d4+2** Rng: 10'
 Main w/ Light Off.: **+2, 1d4+2** Light, P/S
 Offhand: **+2, 1d4+1**
 Ranged: **+6, 1d4+2**
 Ranged w/ Offhand: **+2, 1d4+2**
 Ranged w/ Light Off.: **+4, 1d4+2**
 Ranged Offhand: **+4, 1d4+1**

Masterwork Shortbow, Composite (Str +0)

Ranged, Both Hands: **+7, 1d6** Crit: 20/x3
 Rng: 70'
 2-Hand, P

Sap

Mainhand: **+4, 1d6+2** Crit: 20/x2
 Main w/ Offhand: **+0, 1d6+2** Light, B, Nonlethal

Shortsword

Mainhand: **+4, 1d6+2** Crit: 19-20/x2
 Main w/ Offhand: **+0, 1d6+2** Light, P

Unarmed Strike

Mainhand: **+4, 1d3+2** Crit: 20/x2
 Main w/ Offhand: **+0, 1d3+2** Light, B, Nonlethal

Gear

Total Weight Carried: 89.62/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Bane (Animals) (Animals) Arrows x50 0.15 lbs
 +1 Cold Iron Morningstar 6 lbs
 +2 Bane (Evil Outsiders) (Evil Outsiders) Arrows 0.15 lbs
 5 Vials of Paralytic Poison (DC 14, 1d2 STR/rd * 4) (worth -
 Backpack (20 @ 22 lbs) 2 lbs
 Bedroll <In: Backpack (20 @ 22 lbs)> 5 lbs
 Books from Brinewall Library (worth 0 gp) -
 Candle x5 <In: Backpack (20 @ 22 lbs)>
 Casting Powder <In: Backpack (20 @ 22 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) -
 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 (20 0.5 lbs
 Furs <In: Backpack (20 @ 22 lbs)> 5 lbs
 Heads - Dire Corbies(3), Dire Corbie Sorcerer(1), Kikkonu -
 Kit (Craft Draw/Sketch) <In: Backpack (20 @ 22 lbs)> -
 Kit (Prof Trapper) <In: Backpack (20 @ 22 lbs)> -
 Masterwork Shortbow, Composite (Str +0) 2 lbs
 Money 1.62 lbs
 MW Shuriken, sewn to inside of vest (worth 0 gp) -
 Penny Dreadfuls <In: Backpack (20 @ 22 lbs)> -
 Potion of Cure Light Wounds -

Experience & Wealth

Experience Points: 9/12
 Current Cash: **75 GP, 2 SP, 4 CP**

Gear

Total Weight Carried: 89.62/175lbs, Medium Load

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

Potion of Restoration, Lesser -
 Pouch of deadmen's ashes (empty) <In: Backpack (20 -
 Pouch, belt (5 @ 1 lbs) 0.5 lbs
 Rations, trail (per day) x4 <In: Backpack (20 @ 22 1 lb
 Ring of Climbing -
 Sack (2 @ 0 lbs) <In: Backpack (20 @ 22 lbs)> 0.5 lbs
 Sack (3 @ 1 lbs) <In: Backpack (20 @ 22 lbs)> 0.5 lbs
 Sack (empty) <In: Backpack (20 @ 22 lbs)> 0.5 lbs
 Sap 2 lbs
 Sewing needle <In: Pouch, belt (5 @ 1 lbs)>
 Shortsword 2 lbs
 Silver Arrows x50 0.15 lbs
 Snake skin weapon belts, thick, tough, and supple (R -
 String (50') <In: Sack (3 @ 1 lbs)> 0.5 lbs
 Twine (50') <In: Sack (3 @ 1 lbs)> 0.5 lbs
 Vial of Voudran ink (worth 0 gp) -
 vials of simple dyes <In: Sack (2 @ 0 lbs)> -
 Wand of Inflict Moderate Wounds -
 Weapon Cord -
 Whetstone <In: Pouch, belt (5 @ 1 lbs)> 1 lb
 Whistle, Signal

Tracked Resources

+1 Bane (Animals) (Animals) Arrows ☐☐☐☐☐ ☐☐☐☐☐
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+2 Bane (Evil Outsiders) (Evil Outsiders) Arrows ☐☐☐☐☐ ☐☐☐☐☐
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Dagger ☐
 Potion of Cure Light Wounds ☐
 Potion of Restoration, Lesser ☐

Rations, trail (per day) ☐☐☐☐

Silver Arrows ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Common
 Elven

Goblin
 Sign Language

Spells & Powers

Oracle Spell DC: 12 + spell level

CL: 2 (vs. SR: +4, Concentration: +4)

Melee Touch +4 Ranged Touch +6

Maximum Oracle spells known / per day: **5/***x0; **2/5**x1

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

Oracle 1: Cure Light Wounds (DC 13), Endure Elements (DC 13)