

V'lk

Player: Chris Kanute

Male Elf Oracle 6, Rogue 2 - CL8 - CR 7

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	19	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2		+1		
REFLEX (DEXTERITY)	+10	=	+5	+4	+1		
WILL (WISDOM)	+6	=	+5		+1		

Damage Resistance, Fire (10)	Elven Immunities - Sleep
Elven Immunities	

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

		BAB	Strength	Size	Misc	
CM Bonus	+7	=	+5	+2	-	-

			BAB	Strength	Dexterity	Size
CM Defense	21	= 10	+5	+2	+4	-

Total	Damage / Current HP
HP	56

Base Attack	+5	Initiative	+6
		Speed	30 ft

+1 Cold Iron Morningstar

Mainhand: **+8, 1d8+3** Crit: 20/x2
Both Hands: **+8, 1d8+4** 1-Hand, B/P
Main w/ Offhand: **+4, 1d8+3**
Main w/ Light Off.: **+6, 1d8+3**
Offhand: **+4, 1d8+2**

+2 Shortsword

Mainhand: **+9, 1d6+4** Crit: 19-20/x2
Main w/ Offhand: **+5, 1d6+4** Light, P
Main w/ Light Off.: **+7, 1d6+4**
Offhand: **+7, 1d6+3**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (4)	8	
Appraise	+6	INT (2)	1	
Bluff	+3	CHA (3)	-	
Climb	+11	STR (2)	1	
Craft (Artist/Drawings)	+6	INT (2)	1	
Diplomacy	+3	CHA (3)	-	
Disguise	+8	CHA (3)	2	
Escape Artist	+16	DEX (4)	7	
Fly	+4	DEX (4)	-	
Heal	+4	WIS (0)	1	
Intimidate	+12	CHA (3)	6	
Knowledge (Dungeoneering)	+6	INT (2)	1	
Knowledge (Local)	+6	INT (2)	1	
Linguistics	+6	INT (2)	1	
Perception	+18	WIS (0)	13	
Profession (Trapper)	+4	WIS (0)	1	
Ride	+5	DEX (4)	1	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+11	DEX (4)	4	
Stealth	+24	DEX (4)	13	
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)
Elven Weapon Proficiencies
Extra Revelation
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
Trapfinding +1

Cestus	
Mainhand: +7, 1d4+2	Crit: 19-20/x2
Main w/ Offhand: +3, 1d4+2	Light, B/P, Monk
Main w/ Light Off.: +5, 1d4+2	
Offhand: +5, 1d4+1	
Claws of the Ice Bear (3/day)	
Mainhand: +7, 1d4+2	Crit: 20/x2
Main w/ Offhand: +3, 1d4+2	Light, P
Main w/ Light Off.: +5, 1d4+2	
Offhand: +5, 1d4+1	
Dagger	
Mainhand: +7, 1d4+2	Crit: 19-20/x2
Main w/ Offhand: +3, 1d4+2	Rng: 10'
Main w/ Light Off.: +5, 1d4+2	Light, P/S
Offhand: +5, 1d4+1	
Ranged: +9, 1d4+2	
Ranged w/ Offhand: +5, 1d4+2	
Ranged w/ Light Off.: +7, 1d4+2	
Ranged Offhand: +7, 1d4+1	
Deadly Kiss	
Mainhand: +8, 1d4+3	Crit: 19-20/x2
Main w/ Offhand: +4, 1d4+3	Rng: 10'
Main w/ Light Off.: +6, 1d4+3	Light, P/S
Offhand: +6, 1d4+2	
Ranged: +10, 1d4+3	
Ranged w/ Offhand: +6, 1d4+3	
Ranged w/ Light Off.: +8, 1d4+3	
Ranged Offhand: +8, 1d4+2	
Masterwork Shortbow, Composite (Str +2)	
Ranged, Both Hands: +10, 1d6	Crit: 20/x3
	Rng: 70'
	2-Hand, P
Sap	
Mainhand: +7, 1d6+2	Crit: 20/x2
Main w/ Offhand: +3, 1d6+2	Light, B, Nonlethal
Main w/ Light Off.: +5, 1d6+2	
Offhand: +5, 1d6+1	
Shortsword +1 h/d when backstabbing, +1	
Mainhand: +8, 1d6+3	Crit: 19-20/x2
Main w/ Offhand: +4, 1d6+3	Light, P
Main w/ Light Off.: +6, 1d6+3	
Offhand: +6, 1d6+2	
Unarmed Strike	
Mainhand: +7, 1d3+2	Crit: 20/x2
Main w/ Offhand: +3, 1d3+2	Light, B, Nonlethal
Main w/ Light Off.: +5, 1d3+2	
Offhand: +5, 1d3+1	

Experience & Wealth	
Experience Points: 21/24	
Current Cash: 456 GP, 2 SP, 4 CP	
Chain Shirt	
+4	Max Dex: +4, Armor Check: -2
	Spell Fail: 20%, Light
Gear	
Total Weight Carried: 232.24/175lbs, Over Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)	
+1 Cold Iron Morningstar	6 lbs
+2 Shortsword	2 lbs
Alchemist's Kindness x5 <In: Bandoleer>	-
Antiplague (vial) <In: Bandoleer>	-
Backpack (empty)	2 lbs
Backpack, Masterwork (28 @ 31 lbs)	4 lbs
Bandages of Rapid Recovery <In: Pouch, belt (6 @	1 lb
Bandoleer (8 @ 0 lbs)	-
Bedroll <In: Backpack, Masterwork (28 @ 31 lbs)>	5 lbs
Books from Brinewall Library (worth 0 gp)	-
Boots of Elvenkind	1 lb
Boots of the Winterlands	1 lb
Candle x5 <In: Backpack, Masterwork (28 @ 31 lbs)>	-
Casting Powder <In: Backpack, Masterwork (28 @	5 lbs
Cestus	1 lb
Chain Shirt	25 lbs
Chalk, 1 piece <In: Pouch, belt (6 @ 1 lbs)>	-
Chest, Large (3 @ 0 lbs)	100 lbs
Claws of the Ice Bear (3/day)	1 lb
Climber's kit	5 lbs
Cloak of Resistance, +1	1 lb
Coat, Troll Hair	-
Cold Iron Arrows x40	0.15 lbs
Cold weather outfit	7 lbs
Cow Bell <In: Backpack, Masterwork (28 @ 31 lbs)>	-
Dagger	1 lb
Deadly Kiss	1 lb
Explorer's Outfit (Free)	-
Firework, Skyrocket x2 <In: Backpack, Masterwork	1 lb
Fishhook <In: Pouch, belt (6 @ 1 lbs)>	-
Flint and steel <In: Pouch, belt (6 @ 1 lbs)>	-
flint shards knapped into cutting blades <In: Sack (1 @	-
Fortune-Teller's Deck, Common <In: Backpack,	0.5 lbs
Fugitive's Grenade	-
Furs <In: Backpack, Masterwork (28 @ 31 lbs)>	5 lbs
Grappling hook	4 lbs
Headband of Alluring Charisma, +2	1 lb
Herb, Bog Tea - mild narcotic, no caffeine (worth 0	-
Herb, Willow - aloe equivalent (worth 0 gp)	-
Horn, drinking, gilded 15gp (empty)	-
Kit (Craft Draw/Sketch) <In: Backpack, Masterwork (28	-
Kit (Prof Trapper) <In: Chest, Large (3 @ 0 lbs)>	-
Lock (Good) <In: Backpack, Masterwork (28 @ 31	1 lb
Manacles, masterwork <In: Backpack, Masterwork	2 lbs
Masterwork Shortbow, Composite (Str +2)	2 lbs
Money	9.24 lbs
MW Shuriken, sewn to inside of vest (worth 0 gp)	-
Oil of Bless Weapon x2	-
Penny Dreadfuls <In: Chest, Large (3 @ 0 lbs)>	-

Gear

Total Weight Carried: 232.24/175lbs, Over Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Poison, Belladonna x5 -
 Poison, Black Lotus Extract x3 -
 Poison, Blue Whinnis x4 -
 Poison, Medium Spider Venom x5 -
 Portrait Book <In: Backpack, Masterwork (28 @ 31 3 lbs
 Potion of Cure Light Wounds x3 -
 Potion of Pass Without Trace x2 <In: Bandoleer> -
 Potion of Restoration, Lesser -
 Potion of Vanish -
 Potion of Vanish -
 Pouch of deadmen's ashes (empty) <In: Pouch, belt (6 -
 Pouch, belt (6 @ 1 lbs) 0.5 lbs
 Rations, trail (per day) x4 <In: Backpack, Masterwork 1 lb
 Ring of Climbing -
 Ring of Fire Resistance, Minor -
 Rope, silk (50 ft.) 5 lbs
 Sack (1 @ 0 lbs) <In: Backpack, Masterwork (28 0.5 lbs
 Sack (empty) <In: Backpack, Masterwork (28 @ 31 0.5 lbs
 Sack (empty) <In: Backpack, Masterwork (28 @ 31 0.5 lbs
 Sap 2 lbs
 Scabbard, Quick Draw feat (+1d6 on 1st backstab) -
 Sewing needle <In: Pouch, belt (6 @ 1 lbs)> -
 Shortsword +1 h/d when backstabbing 2 lbs
 Silver Arrows x50 0.15 lbs
 Snake skin weapon belts, thick, tough, and supple (R -
 Snow Goggles -
 Soul Soap -
 Statue, Raven, Jade (worth 0 gp) -
 String (50') <In: Backpack, Masterwork (28 @ 31 0.5 lbs
 Thieves' tools, masterwork 2 lbs
 Thunderstone 1 lb
 Torturer's Kit <In: Chest, Large (3 @ 0 lbs)> -
 Twine (50') <In: Backpack, Masterwork (28 @ 31 0.5 lbs
 Universal Solvent -
 Vial of Voudran ink (worth 0 gp) <In: Backpack, -
 vials of simple dyes <In: Backpack, Masterwork (28 @ -
 Wand of Cure Light Wounds -
 Wand of Endure Elements -
 Weapon Cord -
 Whetstone <In: Backpack, Masterwork (28 @ 31 lbs)> 1 lb
 Whistle, Signal

Tracked Resources

Antiplague (vial) ☐
 Bandages of Rapid Recovery ☐
 Claws of the Ice Bear (3/day) ☐☐☐
 Cold Iron Arrows ☐☐☐☐☐☐☐☐
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 Dagger ☐
 Deadly Kiss ☐
 Firework, Skyrocket ☐☐
 Oil of Bless Weapon ☐☐

Tracked Resources

Poison, Belladonna ☐☐☐☐☐
 Poison, Black Lotus Extract ☐☐☐
 Poison, Blue Whinnis ☐☐☐☐
 Poison, Medium Spider Venom ☐☐☐☐☐
 Potion of Cure Light Wounds ☐☐☐
 Potion of Pass Without Trace ☐☐
 Potion of Restoration, Lesser ☐
 Potion of Vanish ☐
 Potion of Vanish ☐
 Rations, trail (per day) ☐☐☐☐
 Silver Arrows ☐☐☐☐☐☐☐☐
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 Soul Soap ☐
 Thunderstone ☐

Languages

Common	Sign Language
Elven	Tien
Goblin	

Spells & Powers

Oracle Spell DC: 13 + spell level
 CL: 6 (vs. SR: +8, Concentration: +9)
 Melee Touch +7 Ranged Touch +9
 Maximum Oracle spells known / per day: **7/*x0; 4/7x1;**
2/6x2; 1/4x3
 Oracle 0: Purify Food and Drink (DC 13), Mending,
 Stabilize, Light, Detect Magic
 Oracle 1: Cure Light Wounds (DC 14), Endure Elements
 (DC 14)
 Oracle 2: Cure Moderate Wounds (DC 15)
 Oracle 3: Cure Serious Wounds (DC 16)

Background

+1 shortsword - gives additional +1 damage on sneak attacks.

Quickdraw Scabbard - Quickdraw feat or if feat is already possessed then +1d6 on attacks for 1st rd.

Torturer's kit - assembled from a Sevgathi's surgeon's kit. It is hidden in the false bottom of an art's supply box.

Water tight box containing: ghoulish syrup and a prime example of the fungus that produces it. Found at the Gap of Niltak.

Fur Hat from "russian" troll. Troll Hair Coat.

Bag of knuckle bones

Bag of scalps: ulfen (10), monks (2), lady ninja, necromancer troll, oni ogress (Thornburg)

200gp worth of Gloom Bloody Gloves, including 5 porn versions (4 wood cuts per).

Bag of head: Dire Corbies(3), Dire Corbie Sorcerer(1), Kikkonu

Blowgun, gold ring pin brooch, soap-stone statue (Opir the compassionate)