

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TOTAL	WOUNDS / CURRENT HP			SUBDUAL DAMAGE			SPEED
<b>STR</b> STRENGTH	<b>29</b>	9	<b>HP</b> HIT POINTS <b>173</b>							<b>20 feet</b>
<b>DEX</b> DEXTERITY	<b>16</b>	3	<b>AC</b> ARMOR CLASS <b>35</b>	= 10 + 11 + [ ] + 3 + 1 + 5 + 5 + [ ]						
<b>CON</b> CONSTITUTION	<b>20</b>	5	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	INSIGHT BONUS	NATURAL ARMOR	DEFLECT MODIFIER	MISC BONUS
<b>INT</b> INTELLIGENCE	<b>10</b>	0	<b>INITIATIVE</b> MODIFIER <b>10</b>	= 3 + 7		<b>BASE ATTACK</b>			= <b>+ 12</b>	
<b>WIS</b> WISDOM	<b>14</b>	2	TOTAL	DEX MODIFIER	MISC MODIFIER					
<b>CHA</b> CHARISMA	<b>22</b>	6	<b>1d8</b>	<b>NA</b>	<b>NA</b>	<b>-3</b>	<b>NA</b>	<b>NA</b>	<b>NA</b>	<b>NA</b>
			HIT DIE TYPE	DAMAGE REDUCTION	MISS CHANCE	ARMOR CHECK MOD	SPELL RESISTANCE	SPELL FAILURE %		

<b>SAVES</b>	TOTAL	BASE SAVE	ABILITY MODIFIER	RESIST MODIFIER	MISC MODIFIER	TRAIT MODIFIER
<b>FORT</b> CONSTITUTION	<b>19</b>	= 5	+ 5	+ 5	+ 3	+ 1
<b>REF</b> DEXTERITY	<b>14</b>	= 5	+ 3	+ 5	+ 1	+ [ ]
<b>WILL</b> WISDOM	<b>18</b>	= 10	+ 2	+ 5	+ 1	+ [ ]
<b>+2 vs. charm and compulsions, Evasion, and Battlefield Clarity Revelation 2/day</b>						
<b>CMB</b>	<b>22</b>	= 12	+ 9	+ [ ]	+ 1	+ [ ]
		BAB	STR	SIZE	MISC	TEMP
<b>+39 to Disarm (Total)</b>						
<b>CMD</b>	<b>40</b>	= 12	+ 12	+ [ ]	+ 6	+ 10
		BAB	STR+DEX	SIZE	MISC	
<b>+12 on CMD vs. Disarm</b>						

CROSS-CLASS	SKILLS				MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
					<b>17</b>	
<input checked="" type="checkbox"/>	ACROBATICS	DEX	4	= 3	+ 3	+ -2
<input checked="" type="checkbox"/>	APPRAISE	INT	0	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	BLUFF	CHA	10	= 6	+ 0	+ 4
<input checked="" type="checkbox"/>	CLIMB	STR	7	= 9	+ 0	+ -2
<input type="checkbox"/>	CRAFT -	INT	0	= 0	+ 0	+ 0
<input type="checkbox"/>	CRAFT -	INT	0	= 0	+ 0	+ 0
<input type="checkbox"/>	DIPLOMACY	CHA	27	= 6	+ 17	+ 4
<input checked="" type="checkbox"/>	DISABLE DEVICE	DEX	NA	= 3	+ 0	+ 0
<input checked="" type="checkbox"/>	DISGUISE	CHA	10	= 6	+ 0	+ 4
<input checked="" type="checkbox"/>	ESCAPE ARTIST	DEX	3	= 3	+ 0	+ 0
<input checked="" type="checkbox"/>	FLY	DEX	1	= 3	+ 0	+ -2
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA	6	= 6	+ 0	+ 0
<input type="checkbox"/>	HEAL	WIS	2	= 2	+ 0	+ 0
<input type="checkbox"/>	INTIMIDATE	CHA	10	= 6	+ 0	+ 4
<input type="checkbox"/>	KNOWLEDGE (UNTRAINED)	INT	0	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	KNOWLEDGE (DUNGEON)	INT	NA	= 0	+ 0	+ 0
<input type="checkbox"/>	KNOWLEDGE (ENGINEER)	INT	0	= 0	+ 0	+ 0
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	0	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	0	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT	NA	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY)	INT	0	= 0	+ 0	+ 0
<input type="checkbox"/>	KNOWLEDGE (PLANES)	INT	NA	= 0	+ 0	+ 0
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	0	= 0	+ 0	+ 0
<input checked="" type="checkbox"/>	LINGUISTICS	INT	NA	= 0	+ 0	+ 0
<input type="checkbox"/>	PERCEPTION	WIS	32	= 2	+ 17	+ 13
<input checked="" type="checkbox"/>	PERFORM -	CHA	10	= 6	+ 0	+ 4
<input type="checkbox"/>	PERFORM -	CHA	6	= 6	+ 0	+ 0
<input type="checkbox"/>	PROFESSION -	WIS	2	= 2	+ 0	+ 0
<input type="checkbox"/>	PROFESSION -	WIS	2	= 2	+ 0	+ 0
<input type="checkbox"/>	RIDE	DEX	21	= 3	+ 17	+ 1
<input type="checkbox"/>	SENSE MOTIVE	WIS	27	= 2	+ 17	+ 8
<input checked="" type="checkbox"/>	SLEIGHT OF HAND	DEX	NA	= 3	+ 0	+ 0
<input type="checkbox"/>	SPELLCRAFT	INT	18	= 0	+ 14	+ 4
<input checked="" type="checkbox"/>	STEALTH	DEX	1	= 3	+ 0	+ -2
<input checked="" type="checkbox"/>	SURVIVAL	WIS	2	= 2	+ 0	+ 0
<input checked="" type="checkbox"/>	SWIM	STR	7	= 9	+ 0	+ -2
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	NA	= 6	+ 0	+ 0

WEAPON #1		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+5 Holy Axiomatic Defender GSword		+30 / +25 / +20	2d6+18	17-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
NA	8	S	2H	Cold Iron, Heirloom (+1 trait bonus to hit), +2d6 Holy, +2d6 Lawful

WEAPON #2		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortspear		+22 / +17 / +12	1d6+9	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
20'	3	P	2H	Brace, Cold Iron

WEAPON #2		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Cestus +1		+23 / +18 / +13	1d4+9	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
NA	1	P or B	L	Masterwork, Cold Iron, Magic

ARMOR		TYPE	ARMOR BONUS	MAX DEX
Breastplate +5, Determination, Light Fortification		Heavy	11	3
CHECK PEN	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES
-3	NA	20 feet	30	Masterwork, <i>Breath of Life</i> 1/day, 75% chance to avoid crits and sneak attacks

SHIELD/PROTECTIVE ITEM		BONUS	WEIGHT	CHECK PEN	SPELL FAIL
Armor of Natural Armor +5		5	1	0	NA
SPECIAL PROPERTIES					





## ORACLE SPELLS

### ORISONS (0 LEVEL) [4 KNOWN]

*Light (1st)*  
*Read Magic (1st)*  
*Virtue (1st)*  
*Guidance (1st)*  
*Detect Magic (2nd)*  
*Mending (4th)*  
*Stabilize (6th)*  
*Purify Food and Drink (8th)*  
*Create Water (10th)*

### 1ST LEVEL [7 PER DAY]

*Cure Light Wounds (1st) (Bonus)*  
*Bless (1st)*  
*Shield of Faith (1st)*  
*Enlarge Person (2nd) (Bonus)*  
*Entropic Shield (3rd)*  
*Divine Favor (5th)*  
*Remove Fear (7th)*

USED:

### 2ND LEVEL [7 PER DAY]

*Cure Moderate Wounds (4th) (Bonus)*  
*Remove Paralysis (Switched at 12th)*  
*Fog Cloud (4th) (Bonus)*  
*Lesser Restoration (5th)*  
*Grace (6th) (Favored Class)*  
*Make Whole (7th)*  
*Align Weapon (9th)*  
*Resist Energy (11th)*

USED:

### 3RD LEVEL [7 PER DAY]

*Cure Serious Wounds (6th) (Bonus)*  
*Prayer (6th)*  
*Magic Vestment (6th) (Bonus)*  
*Invisibility Purge (7th)*  
*Searing Light (8th) (Favored Class)*  
*Water Breathing (9th)*  
*Dispel Magic (11th)*

USED:

### 4TH LEVEL [7 PER DAY]

*Cure Critical Wounds (8th) (Bonus)*  
*Blessing of Fervor (8th)*  
*Wall of Fire (8th) (Bonus)*  
*Freedom of Movement (9th)*  
*Air Walk (10th) (Favored Class)*  
*Sending (11th)*  
*Divine Power (11th) (Favored Class)*  
*Restoration (13th)*

USED:

### 5TH LEVEL [7 PER DAY]

*Cure Light Wounds, Mass (10th) (Bonus)*  
*Cleanse (10th)*  
*Righteous Might (10th) (Bonus)*  
*Breath of Life (11th)*  
*True Seeing (12th) (Favored Class)*  
*Commune (13th)*  
*Spell Resistance (15th)*

USED:

### 6TH LEVEL [7 PER DAY]

*Cure Moderate Wounds, Mass (12th) (B)*  
*Heal (12th)*  
*Bull's Strength, Mass (12th) (Bonus)*  
*Harm (13th)*  
*Blade Barrier (14th) (Favored Class)*  
*Hero's Feast (15th) (Favored Class)*  
*Wind Walk (15th)*  
*Greater Dispel Magic (16th) (Favored Cl)*  
*Find the Path (17th) (Favored Class)*

USED:

### 7TH LEVEL [6 PER DAY]

*Cure Serious Wounds, Mass (14th) (B)*  
*Destruction (14th)*  
*Control Weather (14th) (Bonus)*  
*Greater Restoration (15th)*  
*Refuge (17th)*

USED:

### 8TH LEVEL [4 PER DAY]

*Cure Critical Wounds, Mass (16th) (B)*  
*Divine Vessel (16th)*  
*Earthquake (16th) (Bonus)*  
*Dimensional Lock (17th)*  
*Discern Location (19th)*

USED: