

Falco

Player: Michael Leibrock

Male Halfling Oracle 3 - CR 2

Chaotic Good Humanoid (Halfling); Deity: **Desna**; Age: **25**;
Height: **3' 1"**; Weight: **35lb.**; Eyes: **Green**; Hair: **Brown**;
Skin: **Olive**

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 8 | -1 | |
| DEX DEXTERITY | 10 | 0 | |
| CON CONSTITUTION | 14 | +2 | |
| INT INTELLIGENCE | 16 | +3 | |
| WIS WISDOM | 9 | -1 | |
| CHA CHARISMA | 18 | +4 | |

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

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 18 = | +6 | +1 | | +1 | | | | |

Touch AC 11 **Flat-Footed AC** 18

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +0 = | +2 | -1 | -1 | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 10 = 10 | +2 | -1 | 0 | -1 |

| HP | Total | Damage / Current HP |
|----|-------|---------------------|
| 27 | | |

Base Attack +2 **Initiative** +0

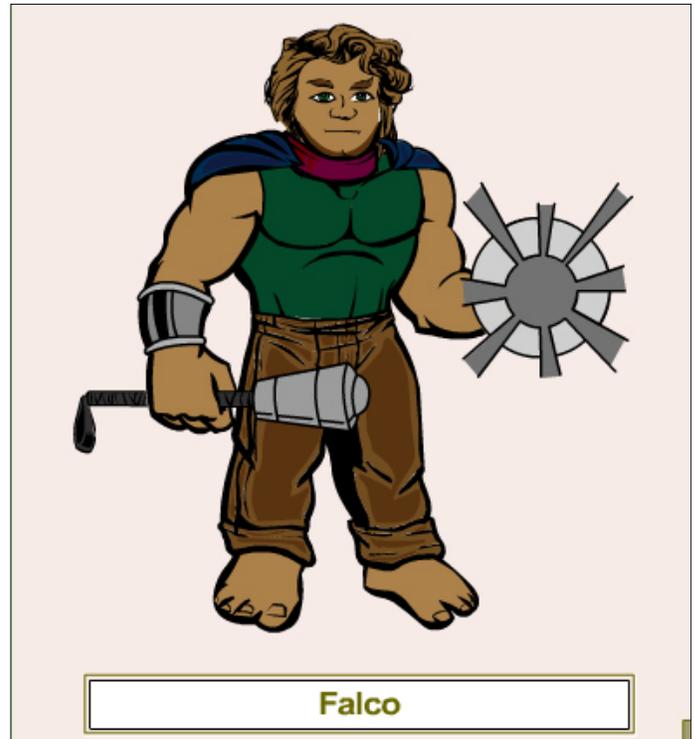
Speed 20 / 15 ft

Battle Aspergillum

Mainhand: **+2, 1d4-1** Crit: 20/x2
Main w/ Offhand: **-4, 1d4-1** Light, B
Main w/ Light Off.: **-2, 1d4-1**
Offhand: **-6, 1d4-1**

Brass Knuckles

Mainhand: **+2, 1d2-1** Crit: 20/x2
Main w/ Offhand: **-4, 1d2-1** Light, B, Monk
Main w/ Light Off.: **-2, 1d2-1**
Offhand: **-6, 1d2-1**



Falco

| Skill Name | Total | Ability | Ranks | Temp |
|-------------------------|-------|----------|-------|------|
| Acrobatics | -3 | DEX (0) | - | |
| Appraise | +3 | INT (3) | - | |
| Bluff | +7 | CHA (4) | 3 | |
| Climb | -1 | STR (-1) | - | |
| Diplomacy | +10 | CHA (4) | 3 | |
| Disable Device | - | DEX (0) | - | |
| Disguise | +4 | CHA (4) | - | |
| Escape Artist | -5 | DEX (0) | - | |
| Fly | +1 | DEX (0) | 1 | |
| Handle Animal | - | CHA (4) | - | |
| Heal | +5 | WIS (-1) | 3 | |
| Intimidate | +7 | CHA (4) | 3 | |
| Linguistics | - | INT (3) | - | |
| Perception | +7 | WIS (-1) | 3 | |
| Ride | -5 | DEX (0) | - | |
| Sense Motive | +5 | WIS (-1) | 3 | |
| Sleight of Hand | - | DEX (0) | - | |
| Spellcraft | +8 | INT (3) | 2 | |
| Stealth | +0 | DEX (0) | 1 | |
| Survival | +3 | WIS (-1) | 1 | |
| Swim | -6 | STR (-1) | - | |
| Use Magic Device | - | CHA (4) | - | |

Gear

Total Weight Carried: 38.75/60lbs, Medium Load (Light: 19.5lbs, Medium: 39.75lbs, Heavy: 60lbs)

| | |
|--|----------|
| Agile Breastplate | 12.5 lbs |
| Backpack, Masterwork (21 @ 19 lbs) | 1 lb |
| Battle Aspergillum | 2 lbs |
| Brass Knuckles <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Buckler | 2.5 lbs |
| Caltrops, Vicious <In: Backpack, Masterwork (21 @ 19 lbs)> | 4 lbs |
| Dagger | 0.5 lbs |
| Flask <In: Backpack, Masterwork (21 @ 19 lbs)> | 1.5 lbs |
| Hanbo | 1 lb |
| Harrow Deck <In: Backpack, Masterwork (21 @ 19 lbs)> | - |
| Heatstone <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Holy Water Flask <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Ink (1 oz. vial, black) <In: Backpack, Masterwork (21 @ 19 lbs)> | - |
| Inkpen <In: Backpack, Masterwork (21 @ 19 lbs)> | - |
| Manacles, Mithril <In: Backpack, Masterwork (21 @ 19 lbs)> | 192 lbs |
| Parchment (sheet) x6 <In: Backpack, Masterwork (21 @ 19 lbs)> | 19 lbs |
| Rope, silk (50 ft.) <In: Backpack, Masterwork (21 @ 19 lbs)> | 5 lbs |
| Shaving Kit <In: Backpack, Masterwork (21 @ 19 lbs)> | 0.5 lbs |
| Skeleton Key <In: Backpack, Masterwork (21 @ 19 lbs)> | - |
| Soap (per lb) <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Traveller's Outfit (Free) | - |
| Waterskin <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Whetstone <In: Backpack, Masterwork (21 @ 19 lbs)> | 1 lb |
| Wrist sheath (empty) | 0.25 lbs |

Dagger

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|--|----------------|
| Mainhand: +2, 1d3-1 | Crit: 19-20/x2 |
| Main w/ Offhand: -4, 1d3-1 | Rng: 10' |
| Main w/ Light Off.: -2, 1d3-1 | Light, P/S |
| Offhand: -6, 1d3-1 | |
| Ranged: +3, 1d3-1 | |
| Ranged w/ Offhand: -3, 1d3-1 | |
| Ranged w/ Light Off.: -1, 1d3-1 | |
| Ranged Offhand: -5, 1d3-1 | |

Hanbo

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|--------------------------------------|-------------|
| Mainhand: +2, 1d4-1 | Crit: 20/x2 |
| Main w/ Offhand: -4, 1d4-1 | Light |
| Main w/ Light Off.: -2, 1d4-1 | |
| Offhand: -6, 1d4-1 | |

Unarmed Strike

| | |
|--------------------------------------|---------------------|
| Mainhand: +2, 1d2-1 | Crit: 20/x2 |
| Main w/ Offhand: -4, 1d2-1 | Light, B, Nonlethal |
| Main w/ Light Off.: -2, 1d2-1 | |
| Offhand: -6, 1d2-1 | |

Agile Breastplate

+6

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: **5700/9000**
Current Cash: **24 GP, 5 CP**

Buckler

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

Expanded Arcana: Oracle

Your research has revealed new spells.

Prerequisites: Caster level 1st, see Special.

Faithful Feedback

Whenever you cast a spell belonging to the healing subschool on someone of your religion, increase the hit points healed by +1.

Gifted Adept: Cure Light Wounds

A chosen spell gets +1 CL.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Subject of Study: were wolves

Professor Lorrimer approached you as part of his studies, as he had heard that you had survived a recent encounter with a strange monster or had another fateful encounter. Interested in the conditions of the run-in and the

Special Abilities

Fearless

+2 morale bonus vs Fear saves.

Haunted

Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear

Hero Points (2)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Lure of the Heavens (no tracks) (Su)

Your connection to the skies above is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if

Mantle of Moonlight (Su)

Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into

Tracked Resources

Dagger

Holy Water Flask

Shaving Kit

| | |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |

Languages

| | |
|---------|----------|
| Abyssal | Goblin |
| Common | Halfling |
| Dwarven | |

Spells & Powers

Oracle Spell DC: 14 + spell level

CL: 3 (vs. SR: +3, Concentration: +7)

Melee Touch +2 Ranged Touch +3

Maximum Oracle spells known / per day: **7/**x0; **3/6**x1

Oracle 0: Purify Food and Drink (DC 14), Read Magic (DC 14), Ghost Sound (DC 14), Detect Magic, Mage Hand, Guidance (DC 14), Light, Enhanced Diplomacy, Spark (DC 14)

Oracle 1: Bless Water (DC 15), Protection from Evil (DC 15), Color Spray (DC 15), Sanctuary (DC 15), Cure Light Wounds (DC 15)

Background

Falco has spent all his life in the principality of Ustalav. Growing up, his parents were performers of sort in the local tavern "The Hungry Hound" , the sign of which has two glowing eyes looking out over lapping flames. His parents, Justine and Pip, were the local oddities being there were no other halflings living in town. But they were able to make a comfortable living working for the bar's owner, a human named Gilles Garnier. Gilles was very accepting of other races and took in Justine and Pip when they fled slavery and Gilles was like an uncle to Falco.

Falco had a nice childhood; he didn't know it was any different than anyone else's. He didn't quite understand why his parents didn't see or hear the things he did at night and it wasn't until his eighth birthday when Gilles was arrested and eventually put to death for the death of dozens of nine to twelve year old children. He slew them with his paws and teeth and to satisfy his appetite, he ate flesh from their thighs, legs and belly. The story of his crimes and execution still survive though local folk tales. Interestingly, one of his last victims was Fr. Robert Commissar. No one knows exactly what happened between Gilles and Fr. Commissar, but the following night, Falco had his first visit from the perished pontiff. It was not frightening, and in fact, Falco had not even known of the priests' demise until several weeks after the visits had begun. The priest acted as a tutor for the young Halfling, seemingly wanting to pass on his knowledge of healing and religion.

The bar changed owners several times in the next few years and though some didn't particularly care for Halflings as entertainment, they always seemed to disappear before the acted to fire J & P. Now, one evening when Falco was 12 or so, a traveler came into the bar and had way too many drinks. He left the bar without incident and promptly passed out in the alley behind the tavern. As Justine was emptying the old grease out the back, this man attacked her and attempted to have his way. Some town folk heard the ruckus and came to her aid but in the scuffle, Justine was tossed to the ground and hit her head on the brick building's exterior. As she lay bleeding, Falco came out and saw his mother, dying before his eyes. He doesn't remember anything that happened next. From what the other onlookers said, Falco, laid hands on his mother and her bleeding immediately stopped and her wound closed. Within a few minutes she was up and about, seemingly none the worse for wear. Upon seeing what had happened, the onlookers were not sure what to make of it. They knew what they witnessed was not of this world but they also knew Falco as a good kid. They left confused and rumors of that night spread quickly. That evening, the priest visited Falco again and explained he had used Falco's physical form to heal his mother. Falco was in awe of what he had just accomplished and the feeling of power was euphoric. From this day, he delved full throttle into his studies and all the priest had to teach. Falco learned he could control and call upon the magic by channeling Commissar and every time he opened himself up to the priest, he gained more knowledge of other worldly things. Falco began realizing he had lot of

Falco, Oracle 3 – Spells

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| <p>Detect Magic Oracle 0</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: 60 ft. Area: cone-shaped emanation Duration: Concentration, up to 1 min./level (D) Save: none Resistance: No</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p>1st Round: Presence or absence of magical auras.</p> <p>2nd Round: Number of different magical auras and the power of the most potent aura.</p> <p>3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p>Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.</p> <p>Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p>Original Strength - Duration of Lingering Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p> <p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p> <p>Detect magic can be made permanent with a permanency spell.</p> <p>Enhanced Diplomacy Oracle 0</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: creature touched Duration: 1 minute or until discharged Save: DC 14 Will negates (harmless) Resistance: yes (harmless)</p> <p>You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.</p> <p>Appears In: Taldor, Echoes of Glory</p> | <p>Ghost Sound Oracle 0</p> <p>School: Illusion (Figment) Components: V, S, M (a bit of wool or a small lump of wax) Casting Time: 1 action Range: Close Effect: illusory sounds Duration: 1 round/level (D) Save: DC 14 Will disbelief Resistance: No</p> <p>Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.</p> <p>Ghost sound can enhance the effectiveness of a silent image spell.</p> <p>Ghost sound can be made permanent with a permanency spell.</p> <p>Guidance Oracle 0</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: Touch Target: creature touched Duration: 1 minute or until discharged Save: DC 14 Will negates (harmless) Resistance: Yes</p> <p>This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.</p> <p>Light Oracle 0</p> <p>School: Evocation / Wood Elemental [Light] Components: V, M/DF (a firefly) Casting Time: 1 action Range: Touch Target: object touched Duration: 10 min./level Save: none Resistance: No</p> <p>This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p> |
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Mage Hand Oracle 0

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Close
Target: one nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: none
Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Purify Food and Drink Oracle 0

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: 1 cu. ft./level of contaminated food and water
Duration: Instantaneous
Save: DC 14 Will negates (object)
Resistance: Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic Oracle 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: you
Duration: 10 min./level
Save: DC 14

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Spark Oracle 0

School: Evocation / Fire Elemental [Fire]
Components: (V or S)
Casting Time: 1 action
Range: Close
Target: one Fine object
Duration: Instantaneous
Save: DC 14 Fortitude negates (object)
Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears In: Advanced Player's Guide

Bless Water Oracle 1

School: Transmutation [Good]
Components: V, S, M (5 pounds of powdered silver worth 25 gp)
Casting Time: 1 minute
Range: Touch
Target: flask of water touched
Duration: Instantaneous
Save: DC 15 Will negates (object)
Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (see page 160).

Color Spray Oracle 1

School: Illusion (Pattern) [Mind-Affecting]
Components: V, S, M (red, yellow, and blue powder or colored sand)
Casting Time: 1 action
Range: 15 ft.
Area: cone-shaped burst
Duration: Instantaneous; see text
Save: DC 15 Will negates
Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

Cure Light Wounds Oracle 1

School: Conjuraton (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: creature touched
Duration: Instantaneous
Save: DC 15 Will half (harmless); see text
Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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| <p>Protection from Evil Oracle 1</p> <p>School: Abjuration [Good] Components: V, S, M/DF Casting Time: 1 action Range: Touch Target: creature touched Duration: 1 min./level (D) Save: DC 15 Will negates (harmless) Resistance: No; see text</p> | <p>Cure Serious Wounds Oracle 3</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Touch Target: creature touched Duration: Instantaneous Save: DC 17 Will half (harmless); see text Resistance: Yes (harmless); see text</p> |
| <p>This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment {charm} effects and enchantment {compulsion} effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p> | <p>This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).</p> |
| <p>Sanctuary Oracle 1</p> <p>School: Abjuration Components: V, S, DF Casting Time: 1 action Range: Touch Target: creature touched Duration: 1 round/level Save: DC 15 Will negates Resistance: No</p> | <p>Cure Critical Wounds Oracle 4</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Touch Target: creature touched Duration: Instantaneous Save: DC 18 Will half (harmless); see text Resistance: Yes (harmless); see text</p> |
| <p>Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.</p> | <p>This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).</p> |
| <p>Cure Moderate Wounds Oracle 2</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Touch Target: creature touched Duration: Instantaneous Save: DC 16 Will half (harmless); see text Resistance: Yes (harmless); see text</p> <p>This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).</p> | <p>Cure Light Wounds, Mass Oracle 5</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Close Target: one creature/level, no two of which can be more than 30 ft. apart Duration: Instantaneous Save: DC 19 Will half (harmless) or Will half; see text Resistance: Yes (harmless) or yes; see text</p> |
| <p>This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).</p> | <p>You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.</p> |
| <p>Cure Serious Wounds, Mass Oracle 7</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Close Target: one creature/level, no two of which can be more than 30 ft. apart Duration: Instantaneous Save: DC 21 Will half (harmless) or Will half; see text Resistance: Yes (harmless) or yes; see text</p> <p>This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).</p> | <p>Cure Moderate Wounds, Mass Oracle 6</p> <p>School: Conjuraction (Healing) Components: V, S Casting Time: 1 action Range: Close Target: one creature/level, no two of which can be more than 30 ft. apart Duration: Instantaneous Save: DC 20 Will half (harmless) or Will half; see text Resistance: Yes (harmless) or yes; see text</p> |
| <p>This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).</p> | <p>This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).</p> |

Cure Critical Wounds, Mass

Oracle 8

School: Conjunction (Healing)

Components: V, S

Casting Time: 1 action

Range: Close

Target: one creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Save: DC 22 Will half (harmless) or Will half; see text

Resistance: Yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

Falco has spent all his life in the principality of Ustalav. Growing up, his parents were performers of sort in the local tavern "***The Hungry Hound***", the sign of which has two glowing eyes looking out over lapping flames. His parents, Justine and Pip, were the local oddities being there were no other halflings living in town. But they were able to make a comfortable living working for the bar's owner, a human named Gilles Garnier. Gilles was very accepting of other races and took in Justine and Pip when they fled slavery and Gilles was like an uncle to Falco.

Falco had a nice childhood; he didn't know it was any different than anyone else's. He didn't quite understand why his parents didn't see or hear the things he did at night and it wasn't until his eighth birthday when Gilles was arrested and eventually put to death for the death of dozens of nine to twelve year old children. He slew them with his paws and teeth and to satisfy his appetite, he ate flesh from their thighs, legs and belly. The story of his crimes and execution still survive though local folk tales. Interestingly, one of his last victims was Fr. Robert Commissar. No one knows exactly what happened between Gilles and Fr. Commissar, but the following night, Falco had his first visit from the perished pontiff. It was not frightening, and in fact, Falco had not even known of the priests' demise until several weeks after the visits had begun. The priest acted as a tutor for the young Halfling, seemingly wanting to pass on his knowledge of healing and religion.

The bar changed owners several times in the next few years and though some didn't particularly care for Halflings as entertainment, they always seemed to disappear before the acted to fire J & P.

Now, one evening when Falco was 12 or so, a traveler came into the bar and had way too many drinks. He left the bar without incident and promptly passed out in the alley behind the tavern. As Justine was emptying the old grease out the back, this man attacked her and attempted to have his way. Some town folk heard the ruckus and came to her aid but in the scuffle, Justine was tossed to the ground and hit her head on the brick building's exterior. As she lay bleeding, Falco came out and saw his mother, dying before his eyes. He doesn't remember anything that happened next. From what the other onlookers said, Falco, laid hands on his mother and her bleeding immediately stopped and her wound closed. Within a few minutes she was up and about, seemingly none the worse for wear. Upon seeing what had happened, the onlookers were not sure what to make of it. They knew what they witnessed was not of this world but they also knew Falco as a good kid. They left confused and rumors of that night spread quickly. That evening, the priest visited Falco again and explained he had used Falco's physical form to heal his mother. Falco was in awe of what he had just accomplished and the feeling of power was euphoric. From this day, he delved full throttle into his studies and all the priest had to teach. Falco learned he could control and call upon the magic by channeling Commissar and every time he opened himself up to the priest, he gained more knowledge of other worldly things. Falco began realizing he had lot of knowledge of things he had never even studied. How had he come to know so much about things he had never seen? "Were Wolves were spoken about in stories and songs but he had never seen one, or had he? Why does his memory of Giles change everyday. Why can he no longer

picture him as the man who was Uncle G? Why do his eyes now seem intense and red, almost...almost like the tavern sign?

It took Falco a long time to finally admit to himself the truth of the situation, but when he did, a lot of things became much clearer. As he grew up, his powers grew as well and others would come to him for advice on "the other side". Falco had a knack for telling them what they wanted to hear. He felt most of the time he was just spinning a tale but they always left satisfied and always returned wanting more. His name grew and one day a Professor Lorremor came to visit him. He told Falco, he had come to him because his name was rumored to be one of the few truly untapped powers in this land. He asked humbly to study with Falco to learn what he might from such an unrealized force. In return he would make sure his parents would always be taken care of. Well, Falco was honored and agreed of course and for nearly 3 months the two studied, chatted, exchanged ideas and developed a sort of friendship. Not long after the Professor left, a letter to the local magistrate was received stating the tavern was purchased by a wealthy learned man and it was to be run by Pip and Justine. Falco, smiled to himself but never let on that he knew what happened behind the scenes.

Falco is now 25 and still lives in Ustalav upstairs at the Tavern which still bears the same name.