

Falco

Player: Michael Leibrock

Male Halfling Oracle 3 - CR 2

Chaotic Good Humanoid (Halfling); Deity: **Desna**; Age: **25**;

Height: **3' 1"**; Weight: **35lb**.

| 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 | 11 | = | | | +1 | | | | |
| Touch AC | 11 | | | | | | | | |
| Flat-Footed AC | 11 | | | | | | | | |

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

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

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

| | | | |
|--------------------|-----------|-------------------|--------------|
| Base Attack | +2 | Initiative | +0 |
| | | Speed | 20 ft |

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**



| Skill Name | Total | Ability | Ranks | Temp |
|-------------------------|------------|----------|-------|------|
| Acrobatics | +2 | 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 | +0 | DEX (0) | - | |
| Fly | +6 | 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 | +0 | DEX (0) | - | |
| Sense Motive | +5 | WIS (-1) | 3 | |
| Sleight of Hand | - | DEX (0) | - | |
| Spellcraft | +8 | INT (3) | 2 | |
| Stealth | +5 | DEX (0) | 1 | |
| Survival | +3 | WIS (-1) | 1 | |
| Swim | -1 | STR (-1) | - | |
| Use Magic Device | - | CHA (4) | - | |

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 without materials, if material cost is <= 1gp.

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.

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

Gear

Total Weight Carried: 0/60lbs, Light Load
(Light: 19.5lbs, Medium: 39.75lbs, Heavy: 60lbs)
Artisan's Outfit (Free) -

Experience & Wealth

Experience Points: **5700**/9000
Current Cash: **3000 GP**

Special Abilities

Hero Points (1)

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 levitating. At 10th

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 its

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; 3/6x1**

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)