



Falco
CHARACTER NAME
Oracle 3
CHARACTER LEVEL

CG
ALIGNMENT
Desna
DEITY

Michael Leibrock
PLAYER
Homeland

35
Halfling
RACE

Small Male 25
SIZE

3' 1" lbs.
HEIGHT

Weight
WEIGHT

Brown
HAIR

Green
EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	8	-1		
DEX DEXTERITY	10	0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	16	+3		
WIS WISDOM	9	-1		
CHA CHARISMA	18	+4		

HP	HIT POINTS	TOTAL	DR
		27	

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC MODIFIER
		+0	+0	

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
		18	10	+6	+1		+1		

SPEED	LAND	20 FT.	4 SQ.	15 FT.	3 SQ.

BASE SPEED WITH ARMOR

FT.	3.75 FT.	3.75 FT.	FT.

FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	-3	=DEX	0	+ 0 + -3
<input type="checkbox"/> APPRAISE	3	=INT	3	+ 0 + 0
<input type="checkbox"/> BLUFF	7	=CHA	4	+ 3 + 0
<input type="checkbox"/> CLIMB	-1	=STR	-1	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	10	=CHA	4	+ 3 + 3
<input type="checkbox"/> DISABLE DEVICE*	-7	=DEX	0	+ 0 + -7
<input type="checkbox"/> DISGUISE	4	=CHA	4	+ 0 + 0
<input type="checkbox"/> ESCAPE ARTIST	-5	=DEX	0	+ 0 + -5
<input checked="" type="checkbox"/> FLY	1	=DEX	0	+ 1 + 0
<input type="checkbox"/> HANDLE ANIMAL*	4	=CHA	4	+ 0 + 0
<input checked="" type="checkbox"/> HEAL	5	=WIS	-1	+ 3 + 3
<input type="checkbox"/> INTIMIDATE	7	=CHA	4	+ 3 + 0
<input type="checkbox"/> LINGUISTICS*	3	=INT	3	+ 0 + 0
<input checked="" type="checkbox"/> PERCEPTION	7	=WIS	-1	+ 3 + 5
<input type="checkbox"/> RIDE	-5	=DEX	0	+ 0 + -5
<input checked="" type="checkbox"/> SENSE MOTIVE	5	=WIS	-1	+ 3 + 3
<input type="checkbox"/> SLEIGHT OF HAND*	-5	=DEX	0	+ 0 + -5
<input checked="" type="checkbox"/> SPELLCRAFT*	8	=INT	3	+ 2 + 3
<input type="checkbox"/> STEALTH	0	=DEX	0	+ 1 + -1
<input checked="" type="checkbox"/> SURVIVAL	3	=WIS	-1	+ 1 + 3
<input type="checkbox"/> SWIM	-6	=STR	-1	+ 0 + -5
<input type="checkbox"/> USE MAGIC DEVICE*	4	=CHA	4	+ 0 + 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

TOUCH	ARMOR CLASS	11	FLAT-FOOTED	ARMOR CLASS	18	MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	+4	=+1	+2		+1		
REFLEX (DEXTERITY)	+2	=+1			+1		
WILL (WISDOM)	+3	=+3	-1		+1		

BASE ATTACK BONUS	+2	SPELL RESISTANCE	

CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIERS
	+0	+2	-1	-1	

CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER	MISC MODIFIER
	10	+2	-1	+0	-1	+10

WEAPON	ATTACK BONUS	CRITICAL
Battle Aspergillum	+2	20/x2

TYPE	RANGE	AMMUNITION	DAMAGE
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B			1d4-1
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CONDITIONAL MODIFIERS:

WEAPON		ATTACK BONUS	CRITICAL
Brass Knuckles		+2	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d2-1

LANGUAGES:

Abyssal, Common, Dwarven, Goblin, Halfling

WEAPON		ATTACK BONUS	CRITICAL
Dagger		+2,ranged +3	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10'		1d3-1

WEAPON		ATTACK BONUS	CRITICAL
Hanbo		+2	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
			1d4-1

WEAPON		ATTACK BONUS	CRITICAL
Unarmed Strike		+2	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d2-1 nonlethal

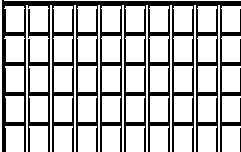
AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Agile Breastplate	+6				12.5 lbs.	
Buckler	+1				2.5 lbs.	
TOTALS	+7		-5		15 lbs.	

SPELLS					
SPELLSKNOWN	SPELLSAVE DC	LEVEL	SPELLSPER DAY	BONUS	SPELLS
	14	0	Any		
	15	1ST	5	1	
CONDITIONAL MODIFIERS					

GEAR	
ITEM	WT.
Agile Breastplate	12.5
Backpack, Masterwork (21 @ 19 lbs)	1
Battle Aspergillum	2
Brass Knuckles	1
Buckler	2.5
Caltrops, Vicious	4
Dagger	0.5
Flask	1.5
Hanbo	1

FEATS	
Faithful Feedback	
Gifted Adept: Cure Light Wounds	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Eschew Materials	
Expanded Arcana: Oracle	
Shield Proficiency	
Simple Weapon Proficiency - All	

DOMAINS/SPECIALTY SCHOOL
0
Detect Magic
Enhanced Diplomacy
Ghost Sound
Guidance
Light
Mage Hand
Purify Food and Drink
Read Magic

Harrow Deck	
Heatstone	1
Holy Water Flask	1
Ink (1 oz. vial, black)	
Inkpen	
Manacles, Mithril	2
Parchment (sheet) (x6)	
Rope, silk (50 ft.)	5
	0.5
Skeleton Key	
Soap (per lb)	1
Waterskin	1
Whetstone	1
Wrist sheath	0.25
TOTAL WEIGHT	38.75

LIGHTLOAD	19.5	LIFT OVERHEAD	60
MEDIUMLOAD	39.75	LIFT OFFGROUND	120
HEAVYLOAD	60	DRAG ORPUSH	300

MONEY

CP 5SP 0GP 24PP 0

SPECIAL ABILITIES	
Haunted	
Lure of the Heavens (no tracks) (Su)	
Fearless	
Hero Points (1)	
Mantle of Moonlight (Su)	
EXPERIENCE POINTS	NEXT LEVEL
5700	9000

Spark	
1ST	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bless Water	
Color Spray	
Cure Light Wounds	
Protection from Evil	
Sanctuary	



Feats

Faithful Feedback (Faith Trait)

A shared religious fervor makes your healing magic more effective. Benefit: 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 (Magic Trait)

Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own.

Benefit: Pick one spell when you choose this trait□from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Armor Proficiency (Light)

You are skilled at wearing light armor. Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks. Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving. Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium)

You are skilled at wearing medium armor. Prerequisite: Light Armor Proficiency. Benefit: See Armor Proficiency, Light. Normal: See Armor Proficiency, Light. Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Eschew Materials

You can cast many spells without needing to utilize minor material components. Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Expanded Arcana: Oracle

Your research has revealed new spells. Prerequisites: Caster level 1st, see Special. Benefit: Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed. Special: You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of spells known, such as the bard, oracle, and sorcerer. You can gain Expanded Arcana multiple times. Note: On the In-Play tab, you should select the level of the spell you want to add. This will increase the chosen class's count of spells known for that level, allowing you to add the spell you want to that class.

Shield Proficiency

You are trained in how to properly use a shield. Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills. Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving. Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All

You are trained in the use of basic weapons. Benefit: You make attack rolls with simple weapons without penalty. Normal: When using a weapon with which you are not proficient, you take a $\square 4$ penalty on attack rolls. Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Special Abilities

Haunted (Oracle Ability)

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 requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add mage hand and ghost sound to your list of spells known. At 5th level, add levitate and minor image to your list of spells known. At 10th level, add telekinesis to your list of spells known. At 15th level, add reverse gravity to your list of spells known.

Lure of the Heavens (no tracks) (Su) (Oracle Ability)

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 level, you gain the ability to fly, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Fearless (Halfling Ability)

+2 morale bonus vs Fear saves.

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 combat. Whenever a hero point is spent, it can have any one of the following effects. Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn. Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll). Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn. Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent. Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis. Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse. Special: You can

petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies. Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC. Note: Hero points gained must be added manually.

Mantle of Moonlight (Su) (Oracle Ability)

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 humanoid form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a rage, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Skeleton Key

Many door locks have a similar design and thus can be unlocked by a similar key. A skeleton key may be tried on any standard door lock that uses a key, even if you don't have the Disable Device skill. You use the key's Disable Device bonus of +10 rather than your own total; you cannot take 10 when using a skeleton key. The key only gets one roll for any particular lock. If the roll succeeds, the key is usable to open or close that lock. Inferior skeleton keys may only have a +5 bonus.