

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

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

Total	Damage / Current HP
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**



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

Agile Breastplate	12.5 lbs
Backpack, Masterwork (21 @ 19 lbs)	1 lb
Battle Aspergillum	2 lbs
Brass Knuckles <In: Backpack, Masterwork (21 @ 19	1 lb
Buckler	2.5 lbs
Caltrops, Vicious <In: Backpack, Masterwork (21 @	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	1 lb
Ink (1 oz. vial, black) <In: Backpack, Masterwork (21 @ 19	
Inkpen <In: Backpack, Masterwork (21 @ 19 lbs)>	
Manacles, Mithril <In: Backpack, Masterwork (21 @ 19	2 lbs
Parchment (sheet) x6 <In: Backpack, Masterwork (21 @ 19	
Rope, silk (50 ft.) <In: Backpack, Masterwork (21 @	5 lbs
Shaving Kit <In: Backpack, Masterwork (21 @ 19	0.5 lbs
Skeleton Key <In: Backpack, Masterwork (21 @ 19 lbs)>	-
Soap (per lb) <In: Backpack, Masterwork (21 @ 19	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	0.25 lbs

Dagger

Ranged: **+3, 1d3-1**
 Ranged w/ Offhand: **-3, 1d3-1**
 Ranged w/ Light Off.: **-1, 1d3-1**
 Ranged Offhand: **-5, 1d3-1**

Hanbo

Unarmed Strike

Agile Breastplate

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

Experience & Wealth

Buckler

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

Feats, Traits & Flaws

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.

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.

Cast without materials, if material cost is ≤ 1 gp.

Expanded Arcana: Stable
Your research has revealed new spells.

Prerequisites: Caster level 1st, see Special.

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

A chosen spell gets +1 CL.

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

Proficient with all simple weapons.

Special Abilities

+2 morale bonus vs Fear saves.

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 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

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

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

[illegible]

Languages

Goblin

Languages

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)

Detect Magic Oracle 0

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

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

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.

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.

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:

Original Strength - Duration of Lingering Aura
Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

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.

Detect magic can be made permanent with a permanency spell.

Enhanced Diplomacy Oracle 0

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)

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.

Appears In: Taldor, Echoes of Glory

Ghost Sound Oracle 0

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

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.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Guidance Oracle 0

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

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.

Light Oracle 0

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

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.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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 25gp)
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.

Protection from Evil	Oracle 1	Cure Serious Wounds	Oracle 3
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>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 warder creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warder 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 warder creature.</p>		School: Conjuration (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>This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).</p>	
Sanctuary	Oracle 1	Cure Critical Wounds	Oracle 4
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>Any opponent attempting to directly attack the warder 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 warder creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warder 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>		School: Conjuration (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>This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).</p>	
Cure Moderate Wounds	Oracle 2	Cure Light Wounds, Mass	Oracle 5
School: Conjuration (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>This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).</p>		School: Conjuration (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>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>	
		Cure Moderate Wounds, Mass	Oracle 6
		School: Conjuration (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>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 Serious Wounds, Mass	Oracle 7
		School: Conjuration (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>This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).</p>	

Cure Critical Wounds, Mass

Oracle 8

School: Conjuratation (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).