

Velox Vendicatori CLASS **Oracle of Battle** ALIGNMENT **Lawful Good** RACE **Human** GENDER **Male**
 CHARACTER NAME CLASS ALIGNMENT RACE GENDER
Iomedae REGION **Brevoy - Rostland** LEVEL **2** HEIGHT **6'2"** WEIGHT **210 lbs** AGE **18 yrs** HAIR **Blonde** EYES **Green**
 DEITY REGION LEVEL HEIGHT WEIGHT AGE HAIR EYES

| | | | | | | | | | | | | | | | |
|----------------------------|---------------|------------------|---|---|---------------|---------------------------------|------------------|-----------------|------------------|------------|--|--|--|----------------|--|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TOTAL | WOUNDS / CURRENT HP | | | | | SUBDUAL DAMAGE | | | | | SPEED | |
| STR STRENGTH | 16 | 3 | HP HIT POINTS 18 | | | | | | | | | | | 20 feet | |
| DEX DEXTERITY | 15 | 2 | AC ARMOR CLASS 18 | = 10 + 6 + 0 + 2 + [] + [] + [] + [] | | | | | | | | | | | |
| CON CONSTITUTION | 14 | 2 | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE BONUS | NATURAL ARMOR | DEFLECT MODIFIER | MISC BONUS | | | | | |
| INT INTELLIGENCE | 8 | -1 | INITIATIVE MODIFIER 2 | = 2 + [] | | BASE ATTACK = + 1 | | | | | | | | | |
| WIS WISDOM | 10 | 0 | TOTAL | DEX MODIFIER | MISC MODIFIER | | | | | | | | | | |
| CHA CHARISMA | 14 | 2 | 1d8 | NA | NA | -3 | NA | NA | | | | | | | |
| | | | HIT DIE TYPE | DAMAGE REDUCTION | MISS CHANCE | ARMOR CHECK MOD | SPELL RESISTANCE | SPELL FAILURE % | | | | | | | |

SAVES

| | | | | | | | | | | | |
|-----------------------------|----------|---|----------|---|----------|---|-----|---|-----|---|----------|
| FORT CONSTITUTION | 3 | = | 0 | + | 2 | + | [] | + | [] | + | 1 |
| REF DEXTERITY | 2 | = | 0 | + | 2 | + | [] | + | [] | + | [] |
| WILL WISDOM | 3 | = | 3 | + | 0 | + | [] | + | [] | + | [] |

+2 vs. charm and compulsions

| | | | | | | | | | | | |
|------------|----------|---|----------|---|----------|---|------|---|------|---|------|
| CMB | 4 | = | 1 | + | 3 | + | [] | + | [] | + | [] |
| | | | BAB | | STR | | SIZE | | MISC | | TEMP |

| | | | | | | | | | | | |
|------------|-----------|---|----------|---|----------|---|------|---|------|---|-----------|
| CMD | 16 | = | 1 | + | 5 | + | [] | + | [] | + | 10 |
| | | | BAB | | STR+DEX | | SIZE | | MISC | | |

+10 on CMD vs. Disarm (Locked Gauntlet)

| WEAPON #1 | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|------------------------|--------|------|------|---|--------|----------|
| Greatsword, "Judicium" | | | | +7 | 2d6+4 | 19-20/x2 |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | | |
| NA | 8 | S | 2H | Masterwork, Cold Iron, Heirloom (+1 trait bonus to hit), Weapon Focus | | |

| WEAPON #2 | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------|------|------|--------------------|--------|----------|
| Shortspear | | | | +4 | 1d6+3 | x2 |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | | |
| 20' | 3 | P | 2H | Brace, Cold Iron | | |

| WEAPON #2 | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|-----------|--------|------|------|--------------------|--------|----------|
| Cestus | | | | +4 | 1d4+3 | 19-20/x2 |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES | | |
| NA | 1 | B | L | | | |

| ARMOR | | | | TYPE | ARMOR BONUS | MAX DEX |
|-------------|------------|---------|--------|--------------------|-------------|---------|
| Breastplate | | | | Heavy | 6 | 3 |
| CHECK PEN | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES | | |
| -3 | NA | 20 feet | 30 lbs | Masterwork | | |

| SHIELD/PROTECTIVE ITEM | | | | | BONUS | WEIGHT | CHECK PEN | SPELL FAIL | |
|------------------------|--|--|--|--|-------|--------|-----------|------------|--|
| | | | | | | | | | |
| SPECIAL PROPERTIES | | | | | | | | | |
| | | | | | | | | | |

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



ORACLE SPELLS

ORISONS (0 LEVEL) [4 KNOWN]

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

1ST LEVEL [5 PER DAY]

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

USED:

2ND LEVEL

Cure Moderate Wounds (4th) (Bonus)
Bull's Strength (4th)
Fog Cloud (5th) (Bonus)
Make Whole (5th)
Status (7th)
Align Weapon (9th)
Resist Energy (11th)

USED:

3RD LEVEL

Cure Serious Wounds (6th) (Bonus)
Prayer (6th)
Magic Vestment (7th) (Bonus)
Invisibility Purge (7th)
Water Breathing (9th)
Remove Blindness/Deafness (11th)

USED:

4TH LEVEL

Cure Critical Wounds (8th) (Bonus)
Good Hope (8th)
Air Walk (9th)
Wall of Fire (9th) (Bonus)
Freedom of Movement (11th)
Death Ward (13th)

USED:

5TH LEVEL

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

USED:

6TH LEVEL

Cure Moderate Wounds, Mass (12th) (B)
Heal (12th)
Wind Walk (13th)
Bull's Strength, Mass (13th) (Bonus)
Greater Dispel Magic (15th)

USED:

7TH LEVEL

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

USED:

8TH LEVEL

Cure Critical Wounds, Mass (16th) (B)
Shield of Law (16th)
Discern Location (17th)
Earthquake (17th) (Bonus)
Dimensional Lock (19th)

USED:

9TH LEVEL

Miracle (18th)
Gate (19th)
Storm of Vengeance (19th) (Bonus)
Heal, Mass (20th)

USED: