

Velox Vendicatori

CHARACTER NAME

Oracle of Battle

CLASS

Lawful Good

ALIGNMENT

Human

RACE

Male

GENDER

lomedae

DEITY

Brevoy - Rostland

REGION

2

LEVEL

6'2"

HEIGHT

210 lbs

WEIGHT

18 yrs

AGE

Blonde

HAIR

Green

EYES

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

16

ABILITY MODIFIER

3

ABILITY NAME

DEX

DEXTERITY

ABILITY SCORE

15

ABILITY MODIFIER

2

ABILITY NAME

CON

CONSTITUTION

ABILITY SCORE

14

ABILITY MODIFIER

2

ABILITY NAME

INT

INTELLIGENCE

ABILITY SCORE

8

ABILITY MODIFIER

-1

ABILITY NAME

WIS

WISDOM

ABILITY SCORE

10

ABILITY MODIFIER

0

ABILITY NAME

CHA

CHARISMA

ABILITY SCORE

14

ABILITY MODIFIER

2

HP

HIT POINTS

18

AC

ARMOR CLASS

18

INITIATIVE

MODIFIER

2

1d8

HIT DIE TYPE

NA

DAMAGE REDUCTION

NA

MISS CHANCE

-3

ARMOR CHECK MOD

NA

SPELL RESISTANCE

NA

SPELL FAILURE %

WOUNDS / CURRENT

HP

SUBDUAL DAMAGE

SPEED

20 feet

10

+

6

+

0

+

2

+

+

+

+

TOTAL

10

+

6

+

0

+

2

+

+

+

ARMOR BONUS

DEX MODIFIER

SIZE BONUS

NATURAL ARMOR

DEFLECT MODIFIER

MISC BONUS

2

+

2

+

TOTAL

2

+

2

+

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+ 1

SAVES

TOTAL

BASE SAVE

ABILITY MODIFIER

RESIST MODIFIER

MISC MODIFIER

TRAIT MODIFIER

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

2

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ ACROBATICS

DEX

1

=

2

+

2

+

-3

☒ APPRAISE

INT

-1

=

-1

+

☒ BLUFF

CHA

2

=

2

+

☒ CLIMB

STR

3

=

3

+

☐ CRAFT -

INT

-1

=

-1

+

☐ CRAFT -

INT

-1

=

-1

+

☐ DIPLOMACY

CHA

7

=

2

+

2

+

3

☒ DISABLE DEVICE

DEX

NA

=

2

+

☒ DISGUISE

CHA

2

=

2

+

☒ ESCAPE ARTIST

DEX

2

=

2

+

☒ FLY

DEX

2

=

2

+

☒ HANDLE ANIMAL

CHA

2

=

2

+

☐ HEAL

WIS

0

=

0

+

☐ INTIMIDATE

CHA

2

=

2

+

☐ KNOWLEDGE (UNTRAINED)

INT

-1

=

-1

+

☒ KNOWLEDGE (DUNGEON)

INT

NA

=

-1

+

☐ KNOWLEDGE (ENGINEER)

INT

-1

=

-1

+

☐ KNOWLEDGE (HISTORY)

INT

-1

=

-1

+

☒ KNOWLEDGE (LOCAL)

INT

-1

=

-1

+

☒ KNOWLEDGE (NATURE)

INT

NA

=

-1

+

☒ KNOWLEDGE (NOBILITY)

INT

-1

=

-1

+

☐ KNOWLEDGE (PLANES)

INT

NA

=

-1

+

☐ KNOWLEDGE (RELIGION)

INT

-1

=

-1

+

☒ LINGUISTICS

INT

NA

=

-1

+

☐ PERCEPTION

WIS

4

=

0

+

1

+

3

☒ PERFORM -

CHA

2

=

2

+

☒ PERFORM -

CHA

2

=

2

+

☐ PROFESSION -

WIS

0

=

0

+

☐ PROFESSION -

WIS

0

=

0

+

☐ RIDE

DEX

2

=

2

+

☐ SENSE MOTIVE

WIS

4

=

0

+

1

+

3

☒ SLEIGHT OF HAND

DEX

NA

=

2

+

☐ SPELLCRAFT

INT

4

=

-1

+

2

+

3

☒ STEALTH

DEX

2

=

2

+

☒ SURVIVAL

WIS

0

=

0

+

☒ SWIM

STR

3

=

3

+

☒ USE MAGIC DEVICE

CHA

NA

=

2

+

PATHFINDER

Roleplaying Game

EXPERIENCE POINTS

MUNDANE ITEMS	WT.	MAGICAL ITEMS	WT.
Masterwork Cold Iron Greatsword	8	2 Scrolls of <i>bless</i>	0
Masterwork Breastplate	30	2 Scrolls of <i>magic weapon</i>	0
Studded Leather Armor Pajamas	20	2 Scrolls of <i>obscuring mist</i>	0
Cold Iron Shortspear	3	4 Scrolls of <i>cure light wounds</i>	0
Masterwork Backpack	4	2 Potions of <i>enlarge person</i>	0
2 Scroll Cases	2		
Spell Component Pouch	5		
50' Hemp Rope	10		
Waterskin	4		
Winter Blanket	5		
Locked Gauntlet (Right Hand)	0		
Cestus (Left Hand)	1		
Weapon Cord (worn on Right wrist)	0		
2 Spare Weapon Cords	0		
Whetstone	1		
		TOTAL WEIGHT	94

**TOTAL GP EQUIVALENT:**

613.2

DRAG

Abyssal (5th)

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: