

Ghuanayne (oracle)

Drow oracle 4 - CR 3

Chaotic Neutral Humanoid (Elf); Age: 124; Height: 5' 11"; Weight: 121 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	10	0	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			Elven Immunities: +2 vs. enchantments, Shattered Psyche: +4 competence bonus vs. mind-affecting effects
REFLEX (DEXTERITY)	+4	=	+1	+3			Elven Immunities: +2 vs. enchantments, Shattered Psyche: +4 competence bonus vs. mind-affecting effects
WILL (WISDOM)	+4	=	+4				Elven Immunities: +2 vs. enchantments, Shattered Psyche: +4 competence bonus vs. mind-affecting effects

Drow Immunities - Sleep	Spell Resistance (10)
Elven Immunities	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4	+3				+1	
Touch AC 14								
CM Bonus +3	=	+3	+0	-	-			
CM Defense 17	=	10	+3	+0	+3	-		

Total	Damage / Current HP
HP 35	
Grazed 26	Critical 8
Wounded 17	Disabled 0 to -2
Base Attack	+3
Initiative	+3
Speed	30 / 20 ft

Quarterstaff

Both hands: +3, 1d6 Crit: x2
Double: -1 (Off: -5), 1d6/1d6+0 Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-3	INT (-1)	-	
Bluff	+4	CHA (4)	-	
Climb	-3	STR (0)	-	
Diplomacy	+8	CHA (4)	1	
Disguise	+4	CHA (4)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+4	DEX (3)	1	
Heal	+4	WIS (0)	1	
Intimidate	+4	CHA (4)	-	
Knowledge (history)	+1	INT (-1)	1	
Knowledge (planes)	+1	INT (-1)	1	
Knowledge (religion)	+1	INT (-1)	1	
Perception	+4	WIS (0)	1	
Perform (percussion instruments)	+6	CHA (4)	2	
Ride	+0	DEX (3)	-	
Sense Motive	+2	WIS (0)	1	
Spellcraft	+1	INT (-1)	1	
Stealth	+0	DEX (3)	-	
Survival	-2	WIS (0)	-	
Swim	-3	STR (0)	-	
Use Magic Device	+8	CHA (4)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Extra Revelation
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Darkvision (120 feet)
Knowledge of the Ages +4 (4/day) (Su)
Light Blindness (Ex)
Momentary Glimpse (1/day) (Su)
Poison Use (Ex)
Shattered Psyche
Time Flicker (4 minutes/day) (Su)

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Darkness (1/day)	<input type="checkbox"/>
Faerie Fire (1/day)	<input type="checkbox"/>

Mithral shirt

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

**Total Weight Carried: 38.7/115 lbs, Medium Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

Alchemist's kindness x2 <In: Backpack, masterwork (11 @ -
Antiplague x2 <In: Backpack, masterwork (11 @ 12 lbs)> -
Antitoxin x2 <In: Backpack, masterwork (11 @ 12 lbs)> -
Backpack, masterwork (11 @ 12 lbs) 4 lbs
Belt pouch (1 @ 0.68 lbs) 0.5 lbs
Bloodblock x2 <In: Backpack, masterwork (11 @ 12 lbs)> -
Bottle of strong brandy 1.5 lbs
Braille bracelet -
Courtesan's kit <In: Backpack, masterwork (11 @ 12 5 lbs
Courtier's outfit <In: Backpack, masterwork (11 @ 12 6 lbs
Healer's kit <In: Backpack, masterwork (11 @ 12 lbs)> 1 lb
Mithral shirt 10 lbs
Money <In: Belt pouch (1 @ 0.68 lbs)> 0.68 lbs
Potion of cure light wounds -
Quarterstaff 4 lbs
Smelling salts -
Soothe syrup x2 0.5 lbs
Traveler's outfit 5 lbs

Tracked Resources

Alchemist's kindness ☐☐
Antiplague ☐☐
Antitoxin ☐☐
Bloodblock ☐☐
Healer's kit ☐☐☐☐☐☐☐☐
Knowledge of the Ages +4 (4/day) (Su) ☐☐☐☐
Momentary Glimpse (1/day) (Su) ☐
Potion of cure light wounds ☐
Smelling salts ☐
Soothe syrup ☐☐
Time Flicker (4 minutes/day) (Su) ☐☐☐☐

Languages

Elven

Undercommon

Spells & Powers

Oracle spells known (CL 4th; concentration +6)

Melee Touch +3 Ranged Touch +6

2nd (4/day)—*cure moderate wounds*, *gentle repose* (DC 16), *oracle's burden*^{APG} (DC 16)

1st (7/day)—*abadar's truthtelling* (DC 15), *aspect of the nightingale*, *cure light wounds*, *memory lapse*^{APG} (DC 15), *stunning barrier*^{ACG} (DC 15)

0th (at will)—*bleed* (DC 14), *enhanced diplomacy*, *guidance*, *purify food and drink* (DC 14), *sotto voce* (DC 14), *stabilize*

Experience & Wealth

Current Cash: **34 gp**

Reputation: **Fame: 8, PP: 8, 100 miles.**

History

Hometown: Unusual Hometown (Subterranean)

Parents: Mother Alive

Siblings: None

Circumstance of Birth : Adopted Outside Your

Parent's Profession: Clergy or Cultists

Adopted: Raised by Civilized Humanoids

Childhood: Bullied

Training: Heavens

Influential Associate: The Seer

Sourcebooks Used

- **Advanced Class Guide** - Braille bracelet (equipment); Courtesan's kit (equipment); Stunning Barrier (spell)
- **Advanced Player's Guide** - Extra Revelation (feat); Memory Lapse (spell); Oracle (class); Oracle's Burden (spell); Threefold Aspect (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Antiplague (equipment); Backpack, masterwork (equipment); Bloodblock (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemist's kindness (equipment); Smelling salts (equipment); Soothe syrup (equipment)
- **Advanced Race Guide / Bestiary / Inner Sea Races** - Drow (race)
- **Curse of the Crimson Throne / Inner Sea Gods** - Abadar's Truthtelling (spell)
- **Faction Guide** - Sotto Voce (spell)
- **Inner Sea Gods / Jade Regent** - Aspect of the Nightingale (spell)
- **Iron Gods** - Shattered Psyche (special ability)
- **Osirion, Land of Pharaohs / Ultimate Magic** - Sands of Time (spell)
- **Taldor, Echoes of Glory** - Enhanced Diplomacy (spell)
- **Ultimate Magic** - Knowledge of the Ages (special ability); Momentary Glimpse (special ability); Mystery (Time) (special ability); Time Flicker (special ability)