

Queth - 43439-14, Grand Lodge

NG Halfling Oracle (Seeker) 13

Small humanoid (halfling)

Init +4; **Senses** can only see 60 ft. away, blindsense 30 ft., darkvision 60 ft., trapfinding +5; Perception +23 (+29 vs. traps, +25 vs. haunts (*Chronicle #10*))

Defense

AC 24, touch 14, flat-footed 21 (+7 armor, +2 shield, +1 size, +3 dex, +1 natural armor)

hp 120 (13d8+52)

Fort +12, **Ref** +12, **Will** +12; +4 insight vs. spells, SLA, and supernatural abilities, +2 racial vs. fear

Resistances acid 10, cold 10, electricity 10, fire 10, sonic 10

Weaknesses Oracle's Curse (Clouded Vision)

Offense

Speed 30 ft.

Melee cestus +9/+4 (1d3-1/x2-B/P)

Oracle Spells Known (CL 13th; concentration +21)

6th (5/day)—*antimagic field*^{AM}, *heal*, *greater dispel magic*^A, *mass cure moderate wounds*

5th (7/day)—*break enchantment*^{AM}, (modified by magic penetration), *breath of life*, *flame strike* (DC 21),
hunter's blessing, *mass cure light wounds*

4th (7/day)—*blessing of fervor*, *cure critical wounds*, *death ward*, *dismissal* (DC 21)^A, *freedom of movement*^A,
lesser globe of invulnerability^{AM}

3rd (7/day)—*communal resist energy*^A, *cure serious wounds*, *dispel magic*^{AM*}, *magic circle against evil*^A,
magic vestment, *prayer*

2nd (8/day)—*align weapon*, *cure moderate wounds*, *grace*^A, *lesser restoration*, *obscure object*^{AM}, *shield*
other^A, *suppress charms & compulsions*

1st (8/day)—*bless*, *cure light wounds*, *liberating command*, *protection from evil*^A, *ray of enfeeblement*^M (+11
ranged touch, 1d6+5 str penalty, DC 17 Fort for half), *remove sickness*, *shield of faith*^A

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *purify food and drink*,
stabilize, *scrivener's chant*

(^A - abjuration (+1 caster level from Varisian Tattoo), ^M - mystery spell, *dispel magic*^{*} - (CL 17 (Gifted Adept
Trait (+1), *Varisian Tattoo* (+1), *Spell Specialization* (+2)), +4 to *dispel check* (*dispel focus* and *greater*
dispel focus feats), +4 to *dispel check* for *dispelling ongoing effects* (*magic penetration revelation*), +1 to
dispel check when using *myrrh*, +4 *concentration* (*seeker lore*))

Mystery Spellscar

Statistics

Str 8, **Dex** 16, **Con** 16, **Int** 13, **Wis** 10, **Cha** 23

Base Atk +9; **CMB** +7; **CMD** 20 (21 vs. dirty trick (*Chronicle #12*))

Feats Destructive Dispel (Fort vs. stun), Dispel Focus (+2 to dispel checks), Dispel Synergy (-2 to saves when
dispel until end of my next turn), Greater Dispel Focus (+2 to dispel checks), Spell Focus (Abjuration), Spell
Specialization (Dispel Magic), Varisian Tattoo (Abjuration)

Traits Gifted Adept (Dispel Magic), Observant (Perception as Class Skill and +1)

Skills Diplomacy +19, Disable Device +29, Knowledge (Planes) +8, Knowledge (Religion) +16, Perception +24
(+30 vs. traps, +26 vs. haunts (*Chronicle #10*)), Spellcraft +17; **Racial Modifiers** +2 Perception **Armor Check**
Penalty -1

Languages Common, Halfling, Varisian

SQ revelations (eldritch resistance (resist acid/cold/elec/fire/sonic 10), magic penetration (+4 to any caster level check to dispel or remove a magic effect (like *dispel magic* or *remove curse*)), mystic null (+4 insight to saves vs. spells, SLA, and supernatural abilities)), seeker lore (+4 to concentration checks, caster level checks to overcome SR, and Knowledge (arcana) and Spellcraft checks related to mystery spells), tinkering (like trapfinding, but also makes disable device a class skill)

Alternate Racial Traits Fleet of Foot (30 ft. move speed, replaces Slow Speed and Sure-Footed)

Combat Gear alchemist's fire (x2), *amulet of natural armor* +1, *oil of daylight*, *scroll of comprehend languages*, *scroll of create food & water*, *scroll of dimensional anchor*, *scroll of fickle winds*, *scroll of invisibility purge*, *scroll of life bubble*, *scroll of magic weapon*, *scroll of obscuring mist*, *scroll of remove curse*, *scroll of remove fear*, *scroll of remove paralysis*, *scroll of remove sickness*, *scroll of raise dead* (5,000 gp component), *scroll of restoration* (100 gp components), *scroll of suppress charms and compulsions*, *scroll of wind wall*, *wand of cure light wounds* (x2), *wand of daylight* (8 charges), *wand of greater invisibility* (8 charges), *wand of remove blindness/deafness* (7 charges), *wand of restoration* (1,000 gp) (4 charges); **Other Gear** *belt of mighty constitution* +4, *buckler* +1, *cestus*, *cloak of resistance* +3, *cracked dusty rose prism ioun stone*, *cracked pale green prism ioun stone* (saves), *diamond dust* (200 gp + liquid assets), *eyes of the eagle*, *headband of charisma* +2, masterwork backpack, masterwork thieves' tools, *mnemonic vestment*, *mithral breastplate* +1, *myrrh* (use 4 for +1 to dispel checks), *ring of maniacal devices*, *ring of retribution*, rod of wonder, set of platinum rings (x6), spell component pouch

Equipment Weight 20.5 lbs; **Carrying Capacities** Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs

Skill Ranks (Total 65):

Diplomacy: 10

Disable Device: 13

Knowledge (Planes): 4

Knowledge (Religion): 12

Perception: 13

Spellcraft: 13

One Time Boons:

Kayle's Blessing: Gain +1 luck bonus on saving throw vs. dragon's breath weapon. Can be applied after roll but before results are determined. (*Chronicle #3*)

Haunt Sense: Use when a haunt manifests to roll twice and take the better on knowledge (religion) or perception when spotting a haunt. Also gain +2 insight bonus to saves and +2 insight bonus to AC against that haunt's effects. (*Chronicle #8*)

Old Loyalties: Cross off to reduce PP cost of vanity or prestige award by an amount equal to your fame divided by 10. (*Chronicle #12*)

Changing Circumstances: Can change trait to faction trait. (*Chronicle #13*)

Old Loyalties: Can reduce one vanity or prestige award by an amount equal to your fame divided by 10, minimum 0. (*Chronicle #13*)

Hellknight's Respect: Can respect to Hellknight or Hellknight Signifier. (*Chronicle #15*)

Deep Sky Explorer: Can get the Elemental Spell feat as a swift action or gain energy resistance 10 to acid, cold, electricity, or fire. This lasts for 1 minute. (*Chronicle #18*)

Once Per Scenario:

Elixir of Treasure Seeking: Gain +150 gp if you earned less than the total reward. (*Chronicle #2*)

Haunt Survivor: *Once per day*, reroll saving throw to avoid a haunt's negative effects. Must be used before original saving throw result is revealed, and must take second roll (not the better). (*Chronicle #10*)

Always On:

Snowmask Induction: Permanent *Endure Elements* for cold temperatures of 0°F or above. (*Chronicle #5*)

Harvestman's Bane: +2 to Intimidate against worshipers of Zyphus. (*Chronicle #7*)

Savior of the Shadowblooded: +2 circumstance bonus on Diplomacy checks when negotiating with fetchlings. *(Chronicle #9)*

Haunt Survivor: +2 to Perception to notice haunts. *(Chronicle #10)*

Mutani Manual of Martial Mastery: +1 insight bonus to CMD against Dirty Trick. *(Chronicle #12)*

Reinforced Alliance: +2 to diplomacy, bluff, and intimidate against members of a Hellknight order. *(Chronicle #15)*

Darklands Delver: +2 on all Knowledge checks related to dangers in the Darklands and can make those checks untrained. +4 to checks relating to duergar. *(Chronicle #16)*