

## Lailah Hael

Female unique aasimar oracle 9

CG Medium outsider (native)

**Init** +0; **Senses** darkvision 60 ft., deaf; Perception +19

**Languages** Celestial, Common, Elven, Sylvan

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### DEFENSE

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**AC** 29, touch 14, flat-footed 27 (+9 armor, +2 deflection, +2 Dex, +1 natural, +5 shield)

**hp** 74 (9 HD)

**Fort** +6, **Ref** +6, **Will** +9; +2 vs. death effects

**Resist** acid 5, cold 5, electricity 5

**Weakness** cold iron

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### OFFENSE

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**Speed** 20 ft. (4 squares), 30 ft. when unarmored and unencumbered

**Melee** mwk dagger +6/+1 (1d4–1/19–20) or  
mwk heavy shield +2/–3 (1d4–1)

**Ranged** mwk sling +9 (1d4–1) or  
mwk dagger +9 (1d4–1/19–20)

**Special Attacks** channel energy 10/day (DC 24, 5d6), revelations (channel, enhanced cures, life link)

**Oracle Spells Known** (CL 9<sup>th</sup>, Concentration +18)

4<sup>th</sup> (6/day) – *blessing of fervor*<sup>APG</sup>, *cure critical wounds*<sup>B</sup>, *restoration*<sup>B</sup>, *summon monster IV*

3<sup>rd</sup> (8/day) – *communal resist energy*<sup>UC</sup>, *cure serious wounds*<sup>B</sup>, *magic circle against evil*, *neutralize poison*<sup>B</sup>, *prayer*

2<sup>nd</sup> (8/day) – *cure moderate wounds*<sup>B</sup>, *grace*<sup>APG</sup>, *lesser restoration*<sup>B</sup>, *shield other*<sup>F</sup>, *silence*, *status*

1<sup>st</sup> (9/day) – *bless*, *command*, *cure light wounds*<sup>B</sup>, *deathwatch*, *detect undead*<sup>B</sup>, *diagnose disease*<sup>UM</sup>, *sanctuary*

0 (at will) – *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *stabilize*

**Mystery** life

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### STATISTICS

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**Abilities** Str 8 (–1), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 14 (+2), Cha 28 (+9)

**Base Atk** +6; **CMB** +5; **CMD** 19

**Feats** Beacon of Hope, Fey Foundling, Heighten Spell, Reach Spell, Selective Channeling

**Skills** Diplomacy +23, Heal +14, Knowledge (nature) +14, Perception +19 (+15 on opposed checks), Sense Motive +14, Survival +14; **Armor Check Penalty** –5; **Racial Bonuses** +2 Diplomacy, +2 Perception

**SQ** charismatic, oracle's curse: deaf

**Combat Gear** sling bullets (10), *potions (cure light wounds 6)*; **Other Gear** +3 chainmail, +3 heavy wooden shield, *amulet of natural armor +1*, *cloak of resistance +1*, *headband of alluring charisma +4*, healer's kit (5 uses), masterwork backpack, masterwork dagger, masterwork sling, *ring of protection +2*, tender (8gp, 9sp)

**Encumbrance** light 30 lb., medium 60 lb., heavy 90 lb.; **Weight Carried** 63 lb. 6 oz. (excluding tender)

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### SPECIAL ABILITIES

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**Channel (Su)** You can channel positive energy like a cleric, using your oracle level +1 as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

**Charismatic** As a variant aasimar, you gain a +6 racial bonus to Charisma, rather than +2. Unlike normal aasimar, you have no spell-like abilities.

**Enhanced Cures (Su)** Whenever you cast a *cure* spell, the maximum number of hit points healed is based on your oracle level, not the limit based on the spell.

**Life Link (Su)** As a standard action, you may create a bond between yourself and another creature. Each round



at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per oracle level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

**Oracle's Curse: Deaf** You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. You receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to -2.