

Ovoridani Chorster

Female kitsune oracle 15 (spirit guide) of Milani

CG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** *deathwatch*, lifesense 30 ft., low-light vision, Perception +1

Languages Aklo, Celestial, Common, Sylvan

DEFENSE

AC 34, touch 19, flat-footed 29 (+7 armor, +4 deflection, +5 Dex, +4 natural, +4 shield)

hp 122 (15 HD)

Fort +12, **Ref** +15, **Will** +15

Defensive Abilities *freedom of movement*; **Resist** negative energy 10

OFFENSE

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

Melee +3 *agile keen Elven curve blade* +19/+14/+9 (1d10+8/15-20) with *greater magic weapon*, or

+3 *exclusionary scorpion whip* +19/+14/+9 (1d4+2) with *greater magic weapon*, or

+1 *channeler's aspergillum* +17/+12/+7 (1d6-1) or

+1 *sacrosanct morningstar* +11/+6/+1 (1d8) or

+1 *scepter of divine providence* +11/+6/+1 (1d8)

Ranged +3 *repeating heavy crossbow* +19/+14/+9 (1d10+3/19-20) with *greater magic weapon*

Special Attacks channel energy 12/day (DC 22, 10d6), hexes (enhanced cures), revelations (channel, lifesense)

Spell-Like Abilities (CL 15th; Concentration +20)

2/day – *disguise self*, *charm person*, *misdirection*, *invisibility*, *suggestion*, *displacement*, *confusion*

Oracle Spells Known (CL 15th; Concentration +20)

7th (4/day) – *greater restoration*^M, *mass cure serious wounds*^B, *project image*^S, *resurrection*^M

6th (6/day) – *cold ice strike*^{UM}, *dust form*^{UC}, *heal*, *mass cure moderate wounds*^B

5th (7/day) – *breath of life*, *burst of glory*^{ISG}, *flame strike*, *magic jar*^{FS}, *mass cure light wounds*^B, *serenity*^{UM}

4th (7/day) – *cure critical wounds*^B, *death ward*, *deathless*^{MA}, *freedom of movement*, *greater magic weapon*

3rd (7/day) – *communal resist energy*^{UC}, *cure serious wounds*^B, *magic vestment*, *prayer*, *symbol of healing*^{MUM}

2nd (7/day) – *cure moderate wounds*^B, *grace*^{APG}, *life pact*^{ACG}, *minor image*^S, *shield other*^F, *status*, *touch of mercy*^{CoP}

1st (8/day) – *cure light wounds*^B, *detect undead*, *diagnose disease*^{UM}, *divine favor*, *hide from undead*, *sanctuary*, *ventriloquism*^S

0 (at will) – *create water*, *detect fiendish presence*^{AoE}, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *virtue*

S Spirit Magic Spell; **Mystery** life; **Wandering Spirit** life

STATISTICS

Abilities Str 8 (–1), Dex 20 (+5), Con 14 (+2), Int 14 (+2), Wis 12 (+1), Cha 20 (+5)

Base Atk +11; **CMB** +10 (+16 with Weapon Finesse); **CMD** 29

Feats Beacon of Hope, Craft Wondrous Items, Exotic Weapon Proficiency (Elven curve blade^B, repeating heavy crossbow^B, whip^B), Fox Shape^B, Magical Tail^B (6), Purifying Channel, Realistic Likeness, Quick Channel, Quick Draw, Selective Channeling, Weapon Finesse

Skills Bluff +24, Diplomacy +23, Disguise +23 (+43 with change shape, +45 to appear as human self, +53 with change shape and *disguise self*), Heal +23, Knowledge (arcana, nature, religion) +10, Sense Motive +19, Spellcraft +8

SQ bonded spirit (typically life), change shape (individual humanoids, *alter self*), gregarious, healer's touch, oracle's curse: wrecking mysticism, superior shapeshifter, traits (among humans, fast talker)



Combat Gear antiplague (9), antitoxin (9), focus components (*magic jar*, *shield other*), holy water (5), material components (*greater restoration*, *resurrection*), *potions* (*cure light wounds* 20), repeating crossbow bolts (30), *wands of cure light wounds* (2, 50 charges each); **Other Gear** +1 *agile keen Elven curve blade*, +1 *channeling light steel quickdraw shield*, +1 *exclusionary whip*, +1 *sacrosanct morningstar*, *amulet of natural armor* +4, *belt of incredible dexterity* +4, *channeler's aspergillum*, *deathwatch eyes*, *malleable symbol*, masterwork backpack, midwife's kit, mithral armored coat, *muleback cords* (doubles as a *cloak of resistance* +5), *phylactery of positive channeling*, *ring of protected life*, *ring of protection* +4, *scepter of divine providence*, *sleeves of many garments*, tender (50gp)

Encumbrance light 86 lb., medium 173 lb., heavy 260 lb.; **Weight Carried** 77 lb. 5 oz. (excluding tender)

SPECIAL ABILITIES

Among Humans You gain a +2 trait bonus on Disguise checks to appear human while assuming your specific human form with the change shape racial trait, and Disguise is always a class skill for you.

Change Shape (Su) You can assume the appearance of a specific single human form of the same sex. You always takes this specific form when you use this ability. While in human form you cannot use your bite attack, but you gain a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that you do not adjust your ability scores and can remain in this form indefinitely.

Channel Energy (Su) You may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to harm undead creatures in the area (10d6 damage, Will DC 22 half) or to heal living creatures in the area (10d6 healing). You can use this ability a number of times per day equal to 2 + double your Charisma modifier.

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

Fast Talker You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

Gregarious (Ex) Whenever you successfully use Diplomacy to win over an individual, that creature takes a –2 penalty to resist any of your Charisma-based skill checks for the next 24 hours.

Healer's Touch (Su) You gain a +4 bonus on Heal checks. As a standard action, you can move up to half your speed and touch up to six dying creatures. Each creature is automatically stabilized without the need of a Heal check.

Lifesense (Su) You notice and locate living creatures within 30 feet, just as if you possessed the blindsight ability.

Ongoing Spells The following spells are regularly active upon your person, your gear, or your allies, as appropriate: *greater magic weapon* (blade, crossbow, and whip), *magic vestment* (armor and shield), *freedom of movement* (when expecting combat), *shield other* (on one ally), and *status* (on allies). All ongoing spell effects function at 15th-caster level (and thus require a DC 26 caster level check to dispel) and their effects are included in the above stats where appropriate.

Wrecking Mysticism The duration of any poison, sickened condition, or nauseated condition affecting you is increased by 50%. Whenever you would gain a mystery spell, you can gain Magical Tail as a bonus feat instead. Once this choice has been made, it cannot be changed. You cannot replace a bonus spell granted to you by an oracle archetype with Magical Tail, even if it replaces a mystery spell. Add *magic jar*, *minor image*, *project image*, and *ventriloquism* to your list of spells known.