

Traits

Dangerously Curious
Sacred Touch

Morningstar

Main hand: **+2, 1d8+2** Crit: x2
Both hands: **+2, 1d8+3** 1-hand, B/P

Studded leather armor

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 50.5/175lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Backpack (empty)	2 lbs
Bedroll	5 lbs
Blanket	1 lb
Bucket (empty)	2 lbs
Candle x3	-
Chalk x2	-
Cleric's vestments (Free)	-
Crossbow bolts x20	0.1 lbs
Dagger	1 lb
Fishhook x3	-
Flask	1.5 lbs
Flint and steel	-
Holy symbol, wooden (Black Rose)	-
Ink, black	-
Inkpen	-
Light crossbow	4 lbs
Morningstar	6 lbs
Parchment x10	-
Sack (empty)	0.5 lbs
Scroll case (empty)	0.5 lbs
Scroll case (empty)	0.5 lbs
Sewing needle	-
Signal whistle	-
String or twine	0.5 lbs
Studded leather armor	20 lbs
Waterskin	4 lbs

Special Abilities

Darkvision (60 feet)
Haunted
Lame
Misfortune (Ex)
Oracle Channel Positive Energy 1d6 (5/day) (DC 14) (Su)

Spell-Like Abilities

Daylight (1/day) (Sp)

Tracked Resources

Crossbow bolts

Dagger
Oracle Channel Positive Energy 1d6 (5/day) (DC 14) (Su)

Experience & Wealth

Experience Points: **0/3**
Current Cash: **49 GP, 3 CP**
Sczarni: **Fame: 0, PP: 0**

Languages

Celestial
Common
Dwarven
Elven

Spells & Powers

Oracle (Dual-Cursed Oracle) spells known (CL 1st; concentration +5)

Melee Touch +2 Ranged Touch +1
1st (4/day)—bless, cause fear (DC 15), cure light wounds

0th (at will)—detect magic, ghost sound (DC 14), light, mage hand, mending, read magic

Background

Dark, mysterious, frail and unassuming. Boog constantly complains about shadows and dreamwalkers who incessantly torment him. And his behavior is sometimes erratic and bizarre as a result.