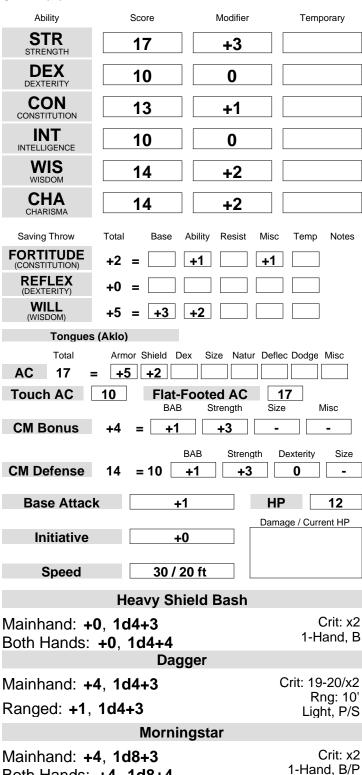# Icobus Basilisk

Player: Chris Kanute

Male Human (Taldan) Oracle 2 - CR 1
Chaotic Good Humanoid (Human); Deity: **Azathoth**; Age:
18; Height: **5' 10"** ; Weight: **135lb.**; Eyes: **Green**; Hair: **Red**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=		+1		+1		
REFLEX (DEXTERITY)	+0	=						
WILL (WISDOM)	+5	=	+3	+2				

Tongues (Aklo)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+5	+2						

Touch AC	10	**Flat-Footed AC**	17

			BAB	Strength	Size	Misc
CM Bonus	+4	=	+1	+3	-	-

			BAB	Strength	Dexterity	Size
CM Defense	14	= 10	+1	+3	0	-

Base Attack	+1	**HP**	12

Initiative	+0

Damage / Current HP

Speed	30 / 20 ft

Heavy Shield Bash

Mainhand: **+0, 1d4+3**
Both Hands: **+0, 1d4+4**

Crit: x2
1-Hand, B

Dagger

Mainhand: **+4, 1d4+3**

Ranged: **+1**, **1d4+3**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Morningstar

Mainhand: **+4, 1d8+3**
Both Hands: **+4, 1d8+4**

Crit: x2
1-Hand, B/P

Skill Name	Total	Ability	Ranks	Temp
🛡Acrobatics	-6	DEX (0)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (2)	1	
🛡Climb	-3	STR (3)	-	
Diplomacy	+7	CHA (2)	2	
Disguise	+2	CHA (2)	-	
🛡Escape Artist	-6	DEX (0)	-	
🛡Fly	-6	DEX (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+7	CHA (2)	2	
Knowledge (religion)	+4	INT (0)	1	
Perception	+9	WIS (2)	2	
🛡Ride	-6	DEX (0)	-	
Sense Motive	+9	WIS (2)	2	
🛡Stealth	-6	DEX (0)	-	
Survival	+2	WIS (2)	-	
🛡Swim	-2	STR (3)	1	

Feats, Traits & Flaws

Alertness
    You get a +2 bonus on all Perception checks and Sense Motive checks.

Armor Proficiency (Light)
    When you wear a type of armor with which you are proficient, the armor
    check penalty for that armor applies only to Dexterity- and Strength-based skill
    checks.

Armor Proficiency (Medium)
    When you wear a type of armor with which you are proficient, the armor
    check penalty for that armor applies only to Dexterity- and Strength-based skill
    checks.

Extra Revelation
    Choose an additional Revelation

Feats, Traits & Flaws

Fast-Talker
+1 to Bluff checks, Bluff is always a class skill for you.

Resilient
+1 Fort saves.

Shield Proficiency
You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Sickle

Mainhand: **+4**, **1d6+3**

Crit: x2
Light, S, Trip

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 67.16/260lbs, Light Load
(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)**

Heavy Shield Bash	-
Backpack (10 @ 11.5 lbs)	2 lbs
Bedroll *<In: Backpack (10 @ 11.5 lbs)>*	5 lbs
Dagger	1 lb
Explorer's outfit (Free)	-
Flint and steel *<In: Backpack (10 @ 11.5 lbs)>*	-
Heavy wooden shield	10 lbs
Money	0.66 lbs
Morningstar	6 lbs
Sack (empty) *<In: Backpack (10 @ 11.5 lbs)>*	0.5 lbs
Sack (empty) *<In: Backpack (10 @ 11.5 lbs)>*	0.5 lbs
Scale mail	30 lbs
Shaving kit *<In: Backpack (10 @ 11.5 lbs)>*	0.5 lbs
Sickle	2 lbs
Sunrod *<In: Backpack (10 @ 11.5 lbs)>*	1 lb
Torch x3	1 lb
Trail rations x4 *<In: Backpack (10 @ 11.5 lbs)>*	1 lb

Special Abilities

Resiliency (Ex)
You are not disabled and you do not gain the staggered condition if you are reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while

Surprising Charge (1/day) (Ex)
Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.

Tracked Resources

Dagger ☐

Experience & Wealth

Experience Points: **3**/6
Current Cash: **17 GP, 7 SP, 9 CP**

Tracked Resources

Shaving kit ☐☐☐☐☐ ☐☐☐☐☐
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Sunrod ☐

Surprising Charge (1/day) (Ex) ☐

Torch ☐☐☐

Trail rations ☐☐☐☐

Languages

Aklo

Spells & Powers

Oracle Spell DC: 12 + spell level
CL: 2 (vs. SR: +2, Concentration: +4)
Melee Touch +4   Ranged Touch +1
Maximum Oracle spells known / per day: **5/***x0; **2/5**x1
Oracle 0: Detect Poison, Stabilize, Read Magic, Detect Magic, Light
Oracle 1: Protection from Evil, Cure Light Wounds, Detect Evil, Enlarge Person (DC 13)

Background

Your bonus language will be aklo, but in combat the babblings you utter aren't really even aklo, they're just the ravings of a mindless chaotic god, accompanied by weird tuneless shrill sounds. It should be incredibly creepy.