

Icobus Basilisk

Player: Chris Kanute

Male Human (Taldan) Oracle 3 - CR 2

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/+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+1		+1	
REFLEX (DEXTERITY)	+1	=	+1				
WILL (WISDOM)	+4	=	+3	+1			

Tongues (Aklo)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+6	+2					
Touch AC	10							
CM Bonus	+5	=	+2	+3		-	-	

CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+2	+3	0	-

Base Attack	+2	HP	18
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Initiative	+0	Damage / Current HP
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Speed	30 / 20 ft
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Heavy Shield Bash

Mainhand: **+5, 1d4+3** Crit: x2
Both Hands: **+5, 1d4+4** 1-Hand, B

Dagger

Mainhand: **+5, 1d4+3** Crit: 19-20/x2
Ranged: **+2, 1d4+3** Rng: 10'
Light, P/S

Masterwork Heavy crossbow

Ranged: **-1, 1d10** Crit: 19-20/x2
Ranged, Both Hands: **+3, 1d10** Rng: 120'
2-Hand, 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	-2	STR (3)	1	
Diplomacy	+8	CHA (2)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (2)	3	
Knowledge (religion)	+4	INT (0)	1	
Perception	+9	WIS (1)	3	
Ride	-2	DEX (0)	1	
Sense Motive	+9	WIS (1)	3	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (3)	1	

Feats

Alertness

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

Armor Proficiency (Heavy)

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 (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.

Feats

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

Extra Revelation

Choose an additional Revelation

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Fast-Talker

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

Resilient

+1 Fort saves.

Masterwork Heavy mace

Mainhand: **+6, 1d8+3**

Crit: x2

Both Hands: **+6, 1d8+4**

1-Hand, B

Morningstar

Mainhand: **+5, 1d8+3**

Crit: x2

Both Hands: **+5, 1d8+4**

1-Hand, B/P

Sickle

Mainhand: **+5, 1d6+3**

Crit: x2

Light, S, Trip

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2

Spell Fail: 15%, Shield

Masterwork Chainmail

+6

Max Dex: +2, Armor Check: -4

Spell Fail: 30%, Medium, Slows

Gear

Total Weight Carried: 90.26/260lbs, Medium Load

(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

Heavy Shield Bash	-
Alchemist's fire x3	1 lb
Antitoxin	-
Backpack (18 @ 20 lbs)	2 lbs
Bedroll <In: Backpack (18 @ 20 lbs)>	5 lbs
Bit and bridle	1 lb
Dagger	1 lb
Ectoplasmic metamagic rod (3/day)	5 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Backpack (18 @ 20 lbs)>	-
Hammer, Mosswater Maurader (worth 0 gp)	-
Harrow - The Sickness (worth 0 gp)	-
Harrow - The Wanderer (worth 0 gp)	-
Healer's kit (10/10 uses remaining)	1 lb
Heavy wooden shield <In: Dropped to ground (2 @	10 lbs

Experience & Wealth

Experience Points: **6/9**

Current Cash: **100 PP, 22 GP, 7 SP, 9 CP**

Gear

Total Weight Carried: 90.26/260lbs, Medium

Load

(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

Manacles	2 lbs
Masterwork Chainmail <In: Dropped to ground (2	40 lbs
Masterwork Heavy crossbow	8 lbs
Masterwork Heavy mace	8 lbs
Money	2.76 lbs
Morningstar	6 lbs
Potion of cure light wounds	-
Potion of cure moderate wounds	-
Potion of remove disease	-
Riding saddle	25 lbs
Sack (empty) <In: Backpack (18 @ 20 lbs)>	0.5 lbs
Sack (empty) <In: Backpack (18 @ 20 lbs)>	0.5 lbs
Scroll of Restoration, Lesser	-
Shaving kit	0.5 lbs
Sickle	2 lbs
Smelling salts	-
Stone of alarm	2 lbs
Sunrod x10 <In: Backpack (18 @ 20 lbs)>	1 lb
Trail rations x4 <In: Backpack (18 @ 20 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

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.

War Sight (Su)

Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal

Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Ectoplasmic metamagic rod (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit (10/10 uses remaining)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of remove disease	<input type="checkbox"/>
Shaving kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Surprising Charge (1/day) (Ex)	<input type="checkbox"/>

Tracked Resources

Trail rations

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Languages

Aklo

Common

Spells & Powers

Oracle Spell DC: 12 + spell level

CL: 3 (vs. SR: +3, Concentration: +5)

Melee Touch +5 Ranged Touch +2

Maximum Oracle spells known / per day: **5/***x0; **3/6**x1

Oracle 0: Detect Poison, Stabilize, Read Magic, Detect Magic, Light

Oracle 1: Enlarge Person (DC 13), Inflict Light Wounds (DC 13), Protection from Evil, Detect Evil, Cure Light Wounds

Companions

Horse, light, Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 Fl

Fly **+0**, Perception **+6**, Stealth **-2**

Hooves x2 (Horse) **Melee -2 x2**, **1d4+1**, x2

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

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.

June 09th: Leveled to 3rd, split loot. Sent 300gp to family.

Horse, light

Horse - CL2 - CR 1
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	17	+3	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+3			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+1	=		+1			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11	=			+2	-1			
Touch AC	11								
Flat-Footed AC 9									
				BAB	Strength	Size		Misc	
CM Bonus	+5	=	+1	+3	+1				

	Total	Base	BAB	Strength	Dexterity	Size
CM Defense	17	=	10	+1	+3	+2
21 vs. Trip						
Base Attack			+1			
Initiative			+2			
Speed			50 ft			

Hooves x2 (Horse)

Mainhand: -2, 1d4+1

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Run: +4 to jump with a running start, Speed greater than 30' : +8 jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance

+4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Run

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Animal Tricks

Come [Trick] (Riding [Trick])

The animal will come to you on command.

Heel [Trick] (Riding [Trick])

The animal will follow you.

Riding [Trick]

The animal has been trained to bear a rider.

Stay [Trick] (Riding [Trick])

The animal will stay where it is.

Special Abilities

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Gear

Total Weight Carried: 0/690lbs, Light Load
(Light: 228lbs, Medium: 459lbs, Heavy: 690lbs)
Money

Experience & Wealth

Experience Points: 0/6
Current Cash: **You have no money!**