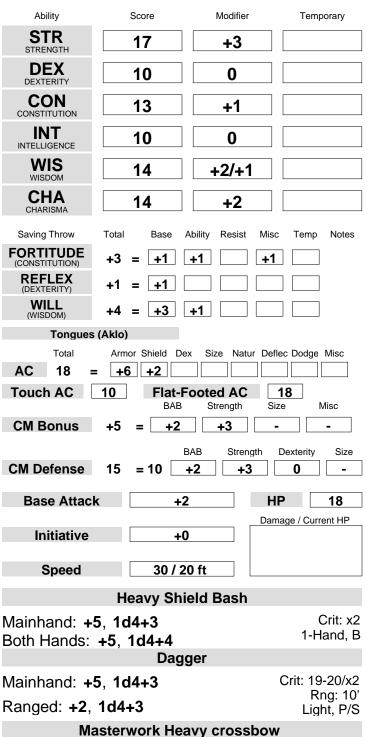
Icobus Basilisk

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



Ranged: -1, 1d10 Crit: 19-20/x2 Rng: 120' Ranged, Both Hands: +3, 1d10 2-Hand, P







Skill Name	Total	Ability	Ranks	Temp	
⁰ Acrobatics	-6	DEX (0)	-		
Speed less than 30': -4 jump					
Appraise	+0	INT (0)	-		
Bluff	+7	CHA (2)	1		
¹⁰ Climb	-2	STR (3)	1		
Diplomacy	+8	CHA (2)	3		
Disguise	+2	CHA (2)	-		
¹⁹ Escape Artist	-6	DEX (0)	-		
⁹ Fly	-6	DEX (0)	-		
Heal	+1	WIS (1)	-		
Intimidate	+8	CHA (2)	3		
Knowledge (religion)	+4	INT (0)	1		
Perception	+9	WIS (1)	3		
¹⁰ Ride	-2	DEX (0)	1		
Sense Motive	+9	WIS (1)	3		
¹⁰ Stealth	-6	DEX (0)	-		
Survival	+1	WIS (1)	-		
¹⁰ 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

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)

(Light: 86ibs, Medium: 173ibs, Heavy: 260ibs)	
Heavy Shield Bash	-
Alchemist's fire x3	1 lb
Antitoxin	-
Backpack (18 @ 20 lbs)	2 lbs
Bedroll <in: (18="" 20="" @="" backpack="" lbs)=""></in:>	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: (18="" 20="" @="" backpack="" lbs)=""></in:>	-
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

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

(Light: Johns, Mediani: 170155, 11cavy: 200	100,	
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: (18="" 20="" @="" backpack="" lbs)=""></in:>	1	1 lb
Trail rations x4 <in: (18="" 20="" @="" backpack="" lbs)=""></in:>	1	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	
Antitoxin	
Dagger	
Ectoplasmic metamagic rod (3	/day) □□□
Healer's kit (10/10 uses remaining)	
Potion of cure light wounds	
Potion of cure moderate wound	ds \square
Potion of remove disease	
Shaving kit	
Sunrod	
Surprising Charge (1/day) (Ex)	

Tracked Resources Trail rations 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; 3/6x1 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

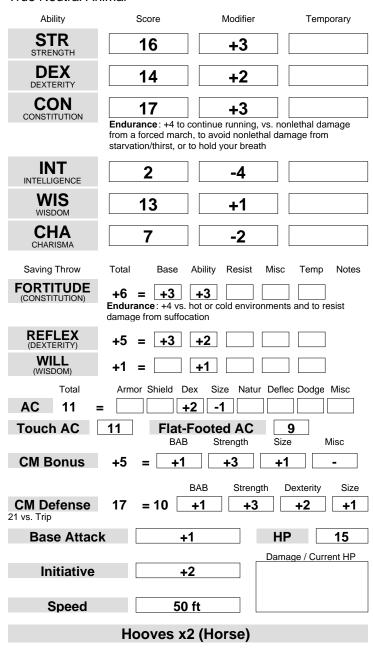
Your bonus language will be aklo, but in combat the babblings you utter aren't really even aklo, they're just the ravings of a mindless chaotic god, accompanied by weird tuneless shrill sounds. It should be incredibly creepy.

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

Horse, light

Horse - CL2 - CR 1 True Neutral Animal

Mainhand: -2, 1d4+1



Crit: x2 Light, B





Skill Name	Total	Ability	Ranks	Temp
⁰ Acrobatics	+2	DEX (2)	-	
Run: +4 to jump with a ru	nning start,	Speed greater	than 30':	+8 jump
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
⁰ Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
⁰ Escape Artist	+2	DEX (2)	-	
⁰ Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
⁰ Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
⁰ Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
¹⁷ 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!