

Icobus Basilisk

Player: Chris Kanute

Male Human (Taldan) Oracle 4 - CR 3

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	18	+4/+2	
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	
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
REFLEX (DEXTERITY)	+1	=	+1				
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
WILL (WISDOM)	+5	=	+4	+1			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						

Tongues (Aklo)									
	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+6	+2					
Touch AC	10								
CM Bonus	+6	=	+3	+2*					
CM Defense	15	=	10	+3	+2*			0	
Base Attack				+3					
Initiative				+0					
Speed				30 / 20 ft					

Heavy Shield Bash									
Mainhand:	+6, 1d4+3								
Both Hands:	+6, 1d4+4								
	+1 Bane (Shape-changers) Dagger								

Mainhand: **+7, 1d4+4+2d6 vs. Shape-changers** Crit: 19-20/x2
Rng: 10'
Light, P/S

Ranged: **+5, 1d4+4+2d6 vs. Shape-changers**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (2)	1	
Climb	-2	STR (2)	1	
Diplomacy	+9	CHA (2)	4	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (0)	-	
Fly	-5	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+9	CHA (2)	4	
Knowledge (religion)	+4	INT (0)	1	
Perception	+10	WIS (1)	4	
Ride	+1	DEX (0)	3	
Sense Motive	+10	WIS (1)	4	
Stealth	-5	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (2)	1	

Feats, Traits & Flaws

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, Traits & Flaws

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

Fast-Talker

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

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

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.

Dagger

Mainhand: **+6, 1d4+3**

Crit: 19-20/x2

Rng: 10'

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

Light, P/S

Halberd

Both Hands: **+6, 1d10+4**

Crit: x3

2-Hand, P/S, Brace, Trip

Masterwork Heavy crossbow

Ranged: **+1, 1d10+1**

Crit: 19-20/x2

Rng: 120'

Ranged, Both Hands: **+5, 1d10+1**

2-Hand, P

Masterwork Heavy mace

Mainhand: **+7, 1d8+3**

Crit: x2

Both Hands: **+7, 1d8+4**

1-Hand, B

Morningstar

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

Crit: x2

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

1-Hand, B/P

Sap

Mainhand: **+6, 1d6+3**

Crit: x2

Light, B, Nonlethal

Sickle

Mainhand: **+6, 1d6+3**

Crit: x2

Light, S, Trip

Warhammer

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

Crit: x3

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

1-Hand, B

Hvy Steel Shield w/Family crest

+2

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

Masterwork Chainmail

+6

Max Dex: +2, Armor Check: -4

Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: **9/12**

Current Cash: **200 PP, -383 GP, 7 SP, 9 CP**

Gear

Total Weight Carried: 127.32/300lbs, Medium Load

(Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Heavy Shield Bash	-
+1 Bane (Shape-changers) Dagger	1 lb
Alchemist's fire x3	1 lb
Antitoxin x2	-
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)>	-
Halberd	12 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
Hip Flask (silver, 30gp) (empty)	-
Hvy Steel Shield w/Family crest	15 lbs
Manacles	2 lbs
Masterwork Chainmail <In: Dropped to ground (1	40 lbs
Masterwork Heavy crossbow	8 lbs
Masterwork Heavy mace	8 lbs
Money	4.32 lbs
Morningstar	6 lbs
Potion of cure light wounds x3	-
Potion of cure moderate wounds	-
Potion of Darkvision	-
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
Sap	2 lbs
Scroll of Restoration, Lesser	-
Shaving kit	0.5 lbs
Sickle	2 lbs
Smelling salts	-
Soothe syrup	0.5 lbs
Stone of alarm	2 lbs
Sunrod x10 <In: Backpack (18 @ 20 lbs)>	1 lb
Trail rations x4 <In: Backpack (18 @ 20 lbs)>	1 lb
Warhammer	5 lbs

Special Abilities

Bane (Shape-changers)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against

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.

Special Abilities

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

+1 Bane (Shape-changers) Dagger	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of Darkvision	<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"/> <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"/> <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"/> <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"/>
Surprising Charge (1/day) (Ex)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Aklo

Spells & Powers

Oracle Spell DC: 12 + spell level

CL: 4 (vs. SR: +4, Concentration: +6)

Melee Touch +6 Ranged Touch +4

Maximum Oracle spells known / per day: **6**/^{*}x0; **3**/⁷x1;
1/⁴x2

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

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

Oracle 2: Restoration, Lesser, Cure Moderate Wounds, Spiritual Weapon, Fog Cloud

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 FI

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.