

Iceran - 43439-11, Dark Archives

CN Aasimar Oracle (Dual-Cursed) 9

Medium outsider (native)

Init +9; **Senses** darkvision 60 ft., snow sight (can see through snow and sleet with no penalty); Perception +12

Defense

AC 17, touch 12, flat-footed 15 (+4 armor, +1 shield, +2 dex)

hp 66 (9d8+18)

Fort +7, **Ref** +8, **Will** +9

Resist acid, cold, elec 5

Offense

Speed 20 ft.

Melee cestus +0 (1d4-2/19-20, B/P)

Ranged light crossbow +4 (1d8/19-20, 80 ft.)

Aasimar Spell-Like Abilities (CL 9th; concentration +18)

1/day—*daylight*

1/day—*summon monster IV (medium ice elemental only) (full round action)*

Oracle Spells Known (CL 9th; concentration +18)

4th (5/day)—*air walk, cure serious wounds, freedom of movement, ice storm*

3rd (8/day)—*bestow curse (DC 20), blindness/deafness (DC 20), cure serious wounds, invisibility purge, prayer*

2nd (8/day)—*align weapon, cure moderate wounds, flaming sphere (DC 21), oracle's burden (DC 19), scorching ray, shatter (DC 21), sound burst (DC 21)*

1st (8/day)—*bless, burning hands (DC 20), command (DC 18), cure light wounds, ill omen, lesser restoration, liberating command, magic weapon, murderous command (DC 18)*

0 (at will)—*create water, detect magic, detect poison, guidance, light, mending, read magic, stabilize*

Mystery Winter

Statistics

Str 7, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 24

Base Atk +6; **CMB** +0; **CMD** 16

Feats Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative, Spell Focus (Evocation), Spell Penetration

Traits Focused Mind (+2 on concentration checks), Reactionary (+2 Initiative)

Skills Diplomacy +16, Intimidate +16, Knowledge (Planes) +9, Perception +12, Spellcraft +9, Stealth +5;

Racial Modifiers +2 Diplomacy, +2 Perception; **Armor Check Penalty** -3 (from lame curse)

Languages Celestial, Common

Favored Class Bonus +HP

SQ oracle's curse (primary: blackened (-4 on weapon attack rolls, add *burning hands, scorching ray, and flaming sphere* to spell list), secondary: lame (-10 ft. move speed, move speed never hindered by encumbrance)), revelations (freezing spells (whenever a creature takes cold damage and fails a saving throw against your spell, it is slowed for 1 round), misfortune, servant of winter, snow sight)

Combat Gear *lesser elemental metamagic rod (cold) (x2), scroll of delay poison, scroll of lesser restoration, scroll of neutralize poison, scroll of obscuring mist, scroll of remove blindness/deafness, scroll of remove disease, wand of cure light wounds, wand of ill omen* **Other Gear** masterwork buckler, cestus, chain shirt, *cloak*

of resistance +2, cracked dusty rose prism ioun stone, cracked pale green prism ioun stone, headband of charisma +2, light crossbow with 27 bolts, smelling salts, spell component pouch

Skills (36 points):

Diplomacy: 6

Intimidate: 6

Knowledge (Planes): 6

Perception: 6

Spellcraft: 6

Stealth: 6