

Name Kaikura; Player Name Scott David Gray; PFS # 14034-58

Favored Class Druid; Starting Cash 150gp

Race: Human; Alignment Lawful Neutral; Deity Gozreh; Faction Grand Lodge; Alternate racial traits Versatile

Human [Strength, Wisdom]; Ethnicities Mwangi

Abilities: Strength 14/16, Dexterity 15, Constitution 12, Intelligence 10, Wisdom 14/16, Charisma 11

Traits: Reactionary, Magical Knack Druid (Goliath Druid)

Weapons: Club (0), Sling (0), 10 Sling bullets (0.1), 18 Sharpstone Sling Bullets (1.8)

Gear: Hot Weather Outfit (Free), Holly and Mistletoe (0), Hammock (0.1), 10 Soap (0.1), Hat (0.2), Mess kit (0.2), 2 Scarves (0.2), Blanket (0.5), Pot (0.8), Belt Pouch (1), Flint and Steel (1), Waterskin (1), 2 Sunrods (4), Iron holy Symbol [Gozreh] (5), Spell Component Pouch (5), 12 Days trail Rations (6), Silk Rope (10), Masterwork Backpack (50), Extra Cash (63 = 62 gp 9 sp 10 cp)

Gender Male; Age 33; Height 6'9"; Weight 175 lbs; Hair Black; Eyes Dark Brown; Skin Dark Negro Background:

Kaikura was born in 4684, into the Koboto tribe of North-West Mwangi.

From a young age, Kaikura knew the tribal belief that engaging in cannibalism, necromancy, and incest, would appease the Sar-Garog gods (the three feasters Urgathoa, Rovagug, and Lord Zura). Kaikura was skeptical that doing such distasteful things was buying his tribe protection, or that even if it were it would be 'right' to do such things.

His father and mother protected Kaikura from the feasts, from the debauchery. It was clear that his parents, too, were skeptical, but did not openly question the Koboto ways. His parents got away with engaging little with the cannibalism or debauchery -- because Kaikura's father's father's father had been the Div kòāšm, who visited the tribe and impregnated several of the women in celebration upon the death of Aroden.

In 4697, Kaikura went through his manhood test and rite; three days in the wilderness, without provision or weapon, to make his way safely over the river and home again. For Kaikura, who had spent a great deal of time in the jungles, and who was practiced at fighting without weapons, it was an easy test.

But Kaikura dreaded the homecoming. When he would be expected to bed his cousin, and to join the hunt for human flesh from other tribes. So he simply never returned.

For twenty years Kaikura has lived in the Mwangi jungles, trading between settlements and scraping a living from the land. Hearing about the glories of the Pathfinder Society and the Grand Lodge from visiting pathfinders, he came to visit Absalom and make it his new home.

01: Druid (Goliath Druid) 1, +1 Skill point; +1 Acrobatics, 0 Handle Animal, 0 Intimidate, +1 Knowledge Nature, 0 Knowledge Religion, +1 Perception, +1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, 0 Stealth, +1 Survival; Feat Toughness

02: Monk (Flowing Monk) 1; +2 Acrobatics, 0 Handle Animal, 0 Intimidate, +2 Knowledge Nature, 0 Knowledge Religion, +2 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +1 Stealth, 1 Survival; Monk Bonus Feat Improved Reposition

03: Druid (Goliath Druid) 2, +1 Skill point; +3 Acrobatics, +1 Handle Animal, 0 Intimidate, +3 Knowledge Nature, 0 Knowledge Religion, +3 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +2 Stealth, 1 Survival; Feat Combat Reflexes

04: Druid (Goliath Druid) 3, +1 Dexterity, +1 Skill point; +4 Acrobatics, 1 Handle Animal, 0 Intimidate, +4 Knowledge Nature, +1 Knowledge Religion, +4 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +3 Stealth, 1 Survival; Level 2 Spells

05: Sorcerer (Eldritch Scrapper) 1; 4 Acrobatics, 1 Handle Animal, 0 Intimidate, 4 Knowledge Nature, 1 Knowledge Religion, +5 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +4 Stealth, 1 Survival; Bloodline Div; Spells 0 Dancing Lights, 0 Message, 0 Open/Close, 0 Prestidigitation, 1 Mage Armor, 1 Shield; Feat Improved Initiative

06: Druid (Goliath Druid) 4, +1 Skill point; ++6 Acrobatics, 1 Handle Animal, 0 Intimidate, +5 Knowledge Nature, 1 Knowledge Religion, +6 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +5 Stealth, 1 Survival

07: Druid (Goliath Druid) 5, +1 Skill point; +7 Acrobatics, 1 Handle Animal, 0 Intimidate, ++7 Knowledge Nature, 1 Knowledge Religion, +7 Perception, 1 Profession Herdsman, 0 Sense Motive, 0 Spellcraft, +6 Stealth, 1 Survival; Level 3 Spells; Feat Shaping Focus

08: Druid (Goliath Druid) 6, +1 Wisdom, +1 Skill point; +8 Acrobatics, 1 Handle Animal, 0 Intimidate, +1 Knowledge Dungeoneering, 7 Knowledge Nature, 1 Knowledge Religion, 7 Perception, 1 Profession Herdsman, +1 Profession Kaer Maga Troll Augur, +1 Sense Motive, +1 Spellcraft, 6 Stealth, 1 Survival

09: Druid (Goliath Druid) 7, +1 Skill point; +9 Acrobatics, 1 Handle Animal, 0 Intimidate, 1 Knowledge Dungeoneering, +7 Knowledge Nature, 1 Knowledge Religion, +8 Perception, 1 Profession Herdsman, 1 Profession Kaer Maga Troll Augur, 1 Sense Motive, 1 Spellcraft, +7 Stealth, 1 Survival; Feat Power Attack; Level 4 Spells

10: Druid (Goliath Druid) 8, +1 Skill point; +10 Acrobatics, 1 Handle Animal, 0 Intimidate, 1 Knowledge Dungeoneering, 7 Knowledge Nature, 1 Knowledge Religion, ++10 Perception, 1 Profession Herdsman, 1 Profession Kaer Maga Troll Augur, 1 Sense Motive, 1 Spellcraft, ++8 Stealth, 1 Survival; Rage

11: Druid (Goliath Druid) 9, +1 Skill point, +11 Acrobatics, 1 Handle Animal, 1 Intimidate, 1 Knowledge Dungeoneering, ++9 Knowledge Nature, 1 Knowledge Religion, +11 Perception, 1 Profession Herdsman, 1 Profession Kaer Maga Troll Augur, 1 Sense Motive, 1 Spellcraft, +9 Stealth, 1 Survival; Feat Divine Interference; Level 5 Spells

12: Oracle (Enlightened Philosopher) 1, +1 Wisdom; Mystery Life, Curse Lame, Revelation Life Link; Spells: 0 Bleed, 0 Guidance, 0 Mending, 0 Scrivener's Chant, 1 Divine Favor, 1 Shield of Faith; +12 Acrobatics, 1 Handle Animal, 1 Intimidate, 1 Knowledge Dungeoneering, +10 Knowledge Nature, 1 Knowledge Religion, +12 Perception, 1 Profession Herdsman, 1 Profession Kaer Maga Troll Augur, 1 Sense Motive, 1 Spellcraft, +10 Stealth, 1 Survival; Awesome wild shape!

Sleeves of Many Garments (200), Wayfinder (250), Temple Sword Masterwork/+1 (330, 2000), Wand of Cure Light Wounds (750), Wand of Mage Armor (750), Wand of Shield (750), 1st level Pearl of Power (1000), +1/+2/+3 Cloak of Resistance (1000,3000,5000); +1/+2 Ring of Protection (2000,6000); Borderland Keep boon 001 (15 PP); Goggles of Minute Seeing (2500), Spectacles of Understanding (3000), +1/+2 Amulet Mighty Fists (4000,12000); Belt+2Str/+2StrDex/+2StrDexCon/+4StrDexCon (4000,6000,6000,48000); Shifter's Headband +2/+4/+6 Wisdom (4500,13000, 21500); Wand of Mirror Image (4500); Wand of False Life (4500); Dusty Rose Prism Ioun Stone (5000), Deliquescent Gloves (8000), Minimal/Minor Ring of Energy Resistance Fire (4000, 8000), Goz Mask (8000), Flawed Scarlet and Blue Sphere Ioun Stone [Disable Device] (8000)