

Icobus Basilisk

Player: Chris Kanute

Male Orc Oracle 10 - CR 9

Chaotic Good Humanoid (Orc); Deity: **Azathoth**; Age: **15**;
Height: **6' 2"**; Weight: **251lb.**; Eyes: **silver-green**; Hair:
Red; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+3	+2	+2	+1	
REFLEX (DEXTERITY)	+5	=	+3		+2		
WILL (WISDOM)	+11	=	+7	+2	+2		

Tongues (Aklo, Celestial)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+7	+3			+1	+1	
Touch AC 11								
Flat-Footed AC 22								

Heavy Shield Bash

Main hand: **+13/+8, 1d4+6** Crit: x2
Both hands: **+13/+8, 1d4+9** 1-hand, B
+1 Adamantine Warhammer

Main hand: **+15/+10, 1d8+7** Crit: 19-20/x3
Both hands: **+15/+10, 1d8+10** 1-hand, B
+1 Bane (Shape-changers) Dagger

Main hand: **+14/+9, 1d4+7+2d6 vs.** Crit: 19-20/x2
Shape-changers Rng: 10'
Light, P/S

Ranged: **+8/+3, 1d4+7+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	+10	CHA (2)	4	
Climb	+3	STR (6)	2	
Diplomacy	+13	CHA (2)	8	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (0)	-	
Fly	-5	DEX (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+17	CHA (2)	6	
Knowledge (history)	+4	INT (0)	1	
Knowledge (religion)	+10	INT (0)	7	
Linguistics	+3	INT (0)	3	
Perception	+16	WIS (2)	9	
Ride	+1	DEX (0)	3	
Sense Motive	+14	WIS (2)	7	
Stealth	-5	DEX (0)	-	
Survival	+2	WIS (2)	-	
Swim	+4	STR (6)	3	

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.

Feats

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.

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.

Diehard

You are stable and can choose how to act when at negative Hp.

Extra Revelation

Choose an additional Revelation

Extra Revelation

Choose an additional Revelation

Extra Revelation

Choose an additional Revelation

Improved Critical (Warhammer)

When using the weapon you selected, your threat range is doubled.

Improved Disarm

You don't provoke attacks of opportunity when disarming.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Intimidating Prowess

Add STR to Intimidate.

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.

Weapon Focus (Warhammer)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Fast-Talker

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

Resilient

+1 Fort saves.

+1 Composite longbow (Str +2)

Ranged, both hands: **+8/+3, 1d8+3** Crit: x3
Rng: 110'
2-hand, P

+1 Silver Longsword

Main hand: **+14/+9, 1d8+6** Crit: 19-20/x2
Both hands: **+14/+9, 1d8+9** 1-hand, S

Halberd

Both hands: **+13/+8, 1d10+9** Crit: x3
2-hand, P/S, Brace, Trip

Masterwork Silver Morningstar

Main hand: **+14/+9, 1d8+6** Crit: x2
Both hands: **+14/+9, 1d8+9** 1-hand, B/P

Sap

Main hand: **+13/+8, 1d6+6** Crit: x2
Light, B, Nonlethal

Unarmed strike

Main hand: **+13/+8, 1d3+6** Crit: x2
Light, B, Nonlethal

Experience & Wealth

Experience Points: **27/30**

Current Cash: **6745 GP, 2 SP, 6 CP**

+1 Breastplate

+7

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Heavy steel shield

+3

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 290.31/520lbs, Medium Load

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Heavy Shield Bash	-
+1 Adamantine Warhammer	5 lbs
+1 Bane (Shape-changers) Dagger	1 lb
+1 Breastplate	30 lbs
+1 Composite longbow (Str +2)	3 lbs
+1 Silver Longsword	4 lbs
Acid x5	1 lb
Air, sealed tube of (3)	0.25 lbs
Alchemical solvent x2	0.5 lbs
Alchemist's fire x3	1 lb
Amulet of mighty fists +1	-
Amulet of natural armor +1	-
Antitoxin x4	-
Backpack (18 @ 20 lbs)	2 lbs
Bedroll <In: Backpack (18 @ 20 lbs)>	5 lbs
Belt of giant strength +2	1 lb
Bit and bridle	1 lb
Cherub Helm	-
Cloak of resistance +2	1 lb
Ectoplasmic metamaagic 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)	-
Healer's kit	1 lb
Heavy steel shield	15 lbs
Hip Flask (silver, 30gp) (empty)	-
Liquid ice	2 lbs
Manacles	2 lbs
Masterwork Silver Morningstar	6 lbs
Meerschaume pipe (whaling vessel) (worth 0 gp)	-
Money	135.06 lbs
Pipe, smoking, exotic	-
Potion of cure moderate wounds x2	-
Potion of remove disease	-
Riding saddle	25 lbs
Ring of protection +1	-
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	-

Gear

Total Weight Carried: 290.31/520lbs, Medium Load
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Shaving kit	0.5 lbs
Silversheen x4	-
Smelling salts	-
soapstone pipe (bizarre fish-frog woman) (worth 0 gp)	-
Soothe syrup	0.5 lbs
Staff of swarming insects	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
Wolfsbane x5	

Special Abilities

[N/A] 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 the foe.

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Ferocity (Ex)

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a

Light Sensitivity (Ex)

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Maneuver Mastery - Disarm +3 (Ex)

Select one type of combat maneuver. When performing the selected maneuver, you treat your oracle level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved feat (such as Improved Trip) that

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 while

Surprising Charge (2/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.

Tongues (understand) (Ex)

At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, except your speech is still restricted during combat.

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"/>
Acid	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemical solvent	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ectoplasmic metamagic rod (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's 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"/>
Insect Plague	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Liquid ice	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

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"/>
Silversheen	<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"/>
Staff of swarming insects	<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"/>
Summon Swarm	<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"/> <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 (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<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"/>

Languages

Aklo	Infernal
Celestial	Necril
Common	Orc

Spells & Powers

Oracle spells known (CL 10th; concentration +12)

Melee Touch +13 Ranged Touch +7

5th (3/day)—disrupting weapon, mass cure light wounds, righteous might

4th (5/day)—cure critical wounds, death ward, restoration, wall of fire

3rd (6/day)—cure serious wounds, dispel magic, magic vestment, remove curse, remove disease

2nd (7/day)—align weapon, cure moderate wounds, fog cloud, lesser restoration, remove paralysis, spiritual weapon

1st (7/day)—cure light wounds, detect evil, enlarge person (DC 13), inflict light wounds (DC 13), obscuring mist, protection from evil, remove fear

0th (at will)—create water, detect magic, detect poison, enhanced diplomacy, light, mending, purify food and drink (DC 12), read magic, stabilize

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

Perception **+6**

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.

August 4th: Split loot. Sent 400gp to family. Spent remainder on MW Hvy Steel Shield, 1288 for recarnation and Restoration.

Nov ?!?: Sent 500gp to family.