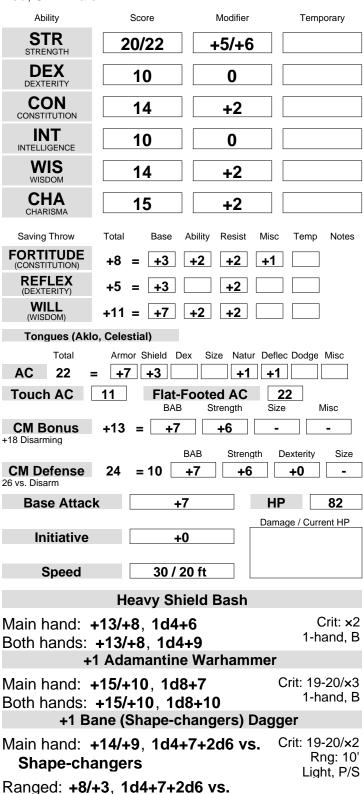
Icobus Basilisk

Player: Chris Kanute
Male Orc Oracle 10 - CR 9

Shape-changers

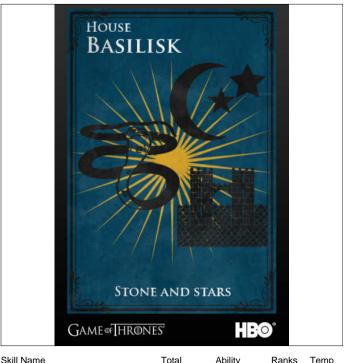
Chaotic Good Humanoid (Orc); Deity: **Azathoth**; Age: **15**; Height: **6' 2"**; Weight: **251lb.**; Eyes: **silver-green**; Hair:

Red; Skin: Pale









Skill Name	Total	Ability	Ranks	Temp			
^U Acrobatics	-5	DEX (0)	-				
Speed less than 30' : -4 jump							
Appraise	+0	INT (0)	-				
Bluff	+10	CHA (2)	4				
⁰ Climb	+3	STR (6)	2				
Diplomacy	+13	CHA (2)	8				
Disguise	+2	CHA (2)	-				
^U Escape Artist	-5	DEX (0)	-				
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				
⁰ Ride	+1	DEX (0)	3				
Sense Motive	+14	WIS (2)	7				
^U Stealth	-5	DEX (0)	-				
Survival	+2	WIS (2)	-				
^U 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.

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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: **x**3 Rng: 110'

2-hand, P

+1 Silver Longsword

Main hand: +14/+9, 1d8+6 Crit: 19-20/×2 Both hands: +14/+9, 1d8+9

Halberd

Masterwork Silver Morningstar

Sap

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

Unarmed strike

Main hand: +13/+8, 1d3+6 Crit: ×2
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)

iusj		
Heavy Shield Bash		-
+1 Adamantine Warhamm	ner	5 lbs
+1 Bane (Shape-changers	s) Dagger	1 lb
+1 Breastplate		30 lbs
+1 Composite longbow (S	tr +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	3 @ 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 metamagic ro	od (3/day)	5 lbs
Explorer's outfit (Free)	70 (0/00y)	0 100
Flint and steel < In: Backp	ack (18 @ 20 lbs)>	_
Halberd	dck (10 @ 20 103)>	12 lbs
Hammer, Mosswater Mau	rader (worth 0 an)	12 103
Healer's kit	rader (worth o gp)	1 lb
Heavy steel shield		15 lbs
Hip Flask (silver, 30gp) (e	mntu)	13 103
Liquid ice	прту)	2 lbs
Manacles		2 lbs
Masterwork Silver Morning	actor	6 lbs
-	_	
Meerschaume pipe (whali		
Money	ı	35.06 lbs
Pipe, smoking, exotic	revisede vo	-
Potion of cure moderate w	/ounds x∠	-
Potion of remove disease		- 05 lb -
Riding saddle		25 lbs
Ring of protection +1		0.5.11
Sack (empty) < In: Backpa		0.5 lbs
Sack (empty) < In: Backpa	ack (18 @ 20 lbs)>	0.5 lbs
Sap		2 lbs

Scroll of Restoration, Lesser

Gear		Tracked Resources		
Total Weight Carried: 290.31/520lbs, Medium		Potion of remove disease		
Load (Light: 173 lbs, Medium: 346 lbs, Heavy: 52	20	Shaving kit		
Ibs) Shaving kit Silversheen x4 Smelling salts	0.5 lbs -			
soapstone pipe (bizarre fish-frog woman) (worth 0 Soothe syrup Staff of swarming insects Stone of alarm Sunrod x10 <in: (18="" 20="" @="" backpack="" lbs)=""> Trail rations x4 <in: (18="" 20="" @="" backpack="" lbs)=""> Wolfsbane x5</in:></in:>	gp) - 0.5 lbs 5 lbs 2 lbs 1 lb 1 lb	Silversheen Staff of swarming insects Summon Swarm Sunrod Surprising Charge (2/day) (Ex)		
Special Abilities		Trail rations		
[N/A] Bane (Shape-changers) A bane weapon excels at attacking one type or subtype of creature. A designated foe, its effective enhancement bonus is +2 better than its enhancement bonus. It deals an extra 2d6 points of damage against Darkvision (60 feet) You can see in the dark (black and white vision only).	normal	Aklo Celestial Common	ges Infernal Necril Orc	
Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its		Spells & Powers		
hit point total is below 0. The creature is still staggered and loses 1 hi each round. A creature with ferocity still dies when its hit point total re Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight the radius of a daylight spell. Maneuver Mastery - Disarm +3 (Ex) Select one type of combat maneuver. When performing the selected you treat your oracle level as your base attack bonus when determini CMB. At 7th level, you gain the Improved feat (such as Improved Trip Resiliency (Ex) You are not disabled and you do not gain the staggered condition if y reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bo At 11th level, you do not lose a hit point when you take a standard ac Surprising Charge (2/day) (Ex) Once per day, you can move up to your speed as an immediate actio can use this ability one additional time per day at 7th level and 15th letal Tongues (understand) (Ex) At 10th level, you can understand any spoken language, as if under to forgues, even during combat. At 15th level, you can speak and un 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 resulevel, you can always act in the surprise round, but if you fail to notice ambush, you act last, regardless of your initiative result (you act in the	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			
Tracked Resources		Horse, light, Horse - CL2 - CR 1		
+1 Bane (Shape-changers) Dagger		STR 16 (+3), DEX 14 (+2), CON 13 (+1), CHA 7 (-2); Fortitude +6		
		HP: 15/15; Init: +2; Speed: 50 fee		
Alchemical solvent		Attack Bonus: +0; Armor Class: 1	11 / 11 Tch / 9 Fl	
Alchemist's fire		Perception +6 Hooves x2 (Horse) Melee -2 x2,	1d4+1. ×2	
Antitoxin [Special: Endurance, Low-Light Vision, Richard		
Ectoplasmic metamagic rod (3/day)				
Healer's kit				
Insect Plague				

Liquid ice

Potion of cure moderate wounds

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 familly.