

## Icobus Basilisk

Player: Chris Kanute

Male Orc Oracle 6 - CR 5

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>20</b>	<b>+5</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>13</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+2</b>	<b>+1</b>		<b>+1</b>	
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+2</b>				
<b>WILL</b> (WISDOM)	<b>+7</b>	=	<b>+5</b>	<b>+2</b>			

### Tongues (Aklo, Celestial)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>20</b>	=	<b>+8</b>	<b>+2</b>					
<b>Touch AC</b> <b>10</b>								
<b>Flat-Footed AC</b> <b>20</b>								
<b>CM Bonus</b> <b>+9</b>	=	<b>+4</b>	<b>+5</b>					
<b>CM Defense</b> <b>19</b>	=	<b>10</b>	<b>+4</b>	<b>+5</b>	<b>0</b>			
<b>Base Attack</b>		<b>+4</b>						
<b>Initiative</b>		<b>+0</b>						
<b>Speed</b>		<b>30 / 20 ft</b>						

### Heavy Shield Bash

Main hand: **+9, 1d4+5** Crit: x2  
Both hands: **+9, 1d4+7** 1-hand, B  
**+1 Bane (Shape-changers) Dagger**

Main hand: **+10, 1d4+6+2d6 vs. Shape-changers** Crit: 19-20/x2  
Rng: 10'  
Light, P/S

### Adamantine Warhammer

Main hand: **+10, 1d8+5** Crit: x3  
Both hands: **+10, 1d8+7** 1-hand, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-9</b>	DEX (0)	-	
Speed less than 30' : -4 jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+7</b>	CHA (2)	1	
<b>Climb</b>	<b>-2</b>	STR (5)	2	
<b>Diplomacy</b>	<b>+11</b>	CHA (2)	6	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-9</b>	DEX (0)	-	
<b>Fly</b>	<b>-9</b>	DEX (0)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+9</b>	CHA (2)	4	
<b>Knowledge (history)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+4</b>	INT (0)	1	
<b>Linguistics</b>	<b>+2</b>	INT (0)	2	
<b>Perception</b>	<b>+13</b>	WIS (2)	6	
<b>Ride</b>	<b>-3</b>	DEX (0)	3	
<b>Sense Motive</b>	<b>+12</b>	WIS (2)	5	
<b>Stealth</b>	<b>-9</b>	DEX (0)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>-2</b>	STR (5)	2	

### 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.

### Extra Revelation

Choose an additional Revelation

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### Improved Unarmed Strike

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

### 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.

## Traits

### Fast-Talker

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

### Resilient

+1 Fort saves.

## Dagger

Main hand: **+9, 1d4+5**

Crit: 19-20/x2

Rng: 10'

Ranged: **+4, 1d4+5**

Light, P/S

## Gauntlet (from Armor)

Main hand: **+9, 1d3+5**

Crit: x2

Light, B

## Halberd

Both hands: **+9, 1d10+7**

Crit: x3

2-hand, P/S, Brace, Trip

## Masterwork Heavy crossbow

Ranged: **+1, 1d10**

Crit: 19-20/x2

Ranged, both hands: **+5, 1d10**

Rng: 120'

2-hand, P

## Masterwork Silver Heavy mace

Main hand: **+10, 1d8+5**

Crit: x2

Both hands: **+10, 1d8+7**

1-hand, B

## Morningstar

Main hand: **+9, 1d8+5**

Crit: x2

Both hands: **+9, 1d8+7**

1-hand, B/P

## Sap

Main hand: **+9, 1d6+5**

Crit: x2

Light, B, Nonlethal

## Unarmed strike

Main hand: **+9, 1d3+5**

Crit: x2

Light, B, Nonlethal

## Experience & Wealth

Experience Points: **15/18**

Current Cash: **376 GP, 902 SP, 6 CP**

## +1 Breastplate

**+7**

Max Dex: +3, Armor Check: -3

Spell Fail: 25%, Medium, Slows

## Half-plate

**+8**

Max Dex: +0, Armor Check: -7

Spell Fail: 40%, Heavy, Slows

## Heavy steel shield

**+2**

Max Dex: -, Armor Check: -2

Spell Fail: 15%, Shield

## Masterwork Chainmail

**+6**

Max Dex: +2, Armor Check: -4

Spell Fail: 30%, Medium, Slows

## Gear

**Total Weight Carried: 207.68/400lbs, Medium Load**

**(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

Heavy Shield Bash	-
+1 Bane (Shape-changers) Dagger	1 lb
+1 Breastplate <In: Dropped to ground (2 @ 70	30 lbs
Acid x5	1 lb
Adamantine Warhammer	5 lbs
Alchemical solvent x2	0.5 lbs
Alchemist's fire x3	1 lb
Antitoxin x4	-
Backpack (18 @ 20 lbs)	2 lbs
Bedroll <In: Backpack (18 @ 20 lbs)>	5 lbs
Bit and bridle	1 lb
Cherub Helm	-
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
Half-plate	50 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
Heavy steel shield	15 lbs
Hip Flask (silver) (empty)	-
Hip Flask (silver, 30gp) (empty)	-
Manacles	2 lbs
Masterwork Chainmail <In: Dropped to ground (2	40 lbs
Masterwork Heavy crossbow	8 lbs
Masterwork Silver Heavy mace	8 lbs
Money	25.68 lbs
Morningstar	6 lbs
Pipe, smoking, exotic	-

## Gear

**Total Weight Carried: 207.68/400lbs, Medium Load**

**(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

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
Smelling salts	-
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
Wand of Cure Light Wounds	-
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.

### 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 (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.

### 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

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"/>
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"/>
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"/>
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"/>
Surprising Charge (1/day) (Ex)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Aklo	Necril
Celestial	Orc
Common	

## Spells & Powers

### Oracle Spell DC: 12 + spell level

CL: 6 (vs. SR: +6, Concentration: +8)

Melee Touch +9 Ranged Touch +4

Maximum Oracle spells known / per day: **7/\***x0; **4/7**x1; **2/6**x2; **1/3**x3

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

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

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

Oracle 3: Magic Vestment, Protection from Energy, Cure Serious Wounds

## 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)

## Tracked Resources

+1 Bane (Shape-changers) Dagger	<input type="checkbox"/>
Acid	<input type="checkbox"/> <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"/>
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"/>
Insect Plague	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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.