

WARPRIEST LEVEL 1

A quiet, brooding warrior with a disturbing love of violence, Oloch is scornful of those who pick on weaker opponents, but nonetheless takes it as a given that might makes right.

OLOCH

Male half-orc warpriest of Gorum 1
CN Medium humanoid (half-orc, human, orc)
Init +3; **Senses** darkvision; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 13 (1d8+5)
Fort +3, **Ref** +1, **Will** +4

OFFENSE

Speed 20 ft.
Melee greatsword +5 (2d6+6/19–20) +1 to hit against foes he has damaged in the last 24 hours
Ranged sling +1 (1d4+4)
Blessing Supernatural Abilities (3/day) glorious presence (DC 12), war mind
Warpriest Spells Prepared (CL 1st; concentration +3)
1st—*bless*, *shield of faith*
0 (at will)—*create water*, *detect magic*, *guidance*

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +0; **CMB** +4; **CMD** 15
Feats Toughness, Weapon Focus (greatsword)
Skills Intimidate +6, Perception +4, Survival +6; **Armor Check Penalty** –5
Traits reactionary, finish the fight^{Bog}
Languages Common, Orc
SQ aura (faint chaos), bestial^{APG}, blessings (glory and war, minor), orc blood, sacred weapon, spontaneous casting (positive)
Combat Gear acid, *scroll of cure light wounds*; **Other Gear** four-mirror armor^{UC}, greatsword, sling with 10 bullets, backpack, iron holy symbol of Gorum, spell component pouch, waterskin, 6 gp 9 sp

SPECIAL ABILITIES

Aura Oloch's chaotic aura is faint when using *detect chaos*.
Blessings Oloch can use any combination of his two blessing abilities (glorious presence and war mind) 3 times per day.
Glorious Presence Oloch can touch an ally as a standard action. For one minute, that ally is protected by a special *sanctuary* effect that doesn't break for a particular enemy unless the ally attacks that enemy.
Orc Blood Oloch counts as both an orc and a human for any effect related to race.
Sacred Weapon Oloch can do 1d6 damage with his greatsword.

Spontaneous Casting (Positive) Oloch can swap any of his 1st-level spells for *cure light wounds* on the fly.

War Mind Oloch can touch an ally as a standard action. For one minute, that ally can choose at the start of its turn to gain +10 feet to base land speed, +1 dodge bonus to AC, +1 insight bonus to attack rolls, or +1 luck bonus to saving throws. The choice lasts for 1 round.

Bless Oloch can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 1 minute.

Create Water Oloch creates 2 gallons of water within 25 feet. It lasts a day if no one drinks it.

Cure Light Wounds Oloch's scroll heals a touched target for 1d8+1 damage.

Detect Magic Oloch can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round and then attempt to find out more on the round after that.

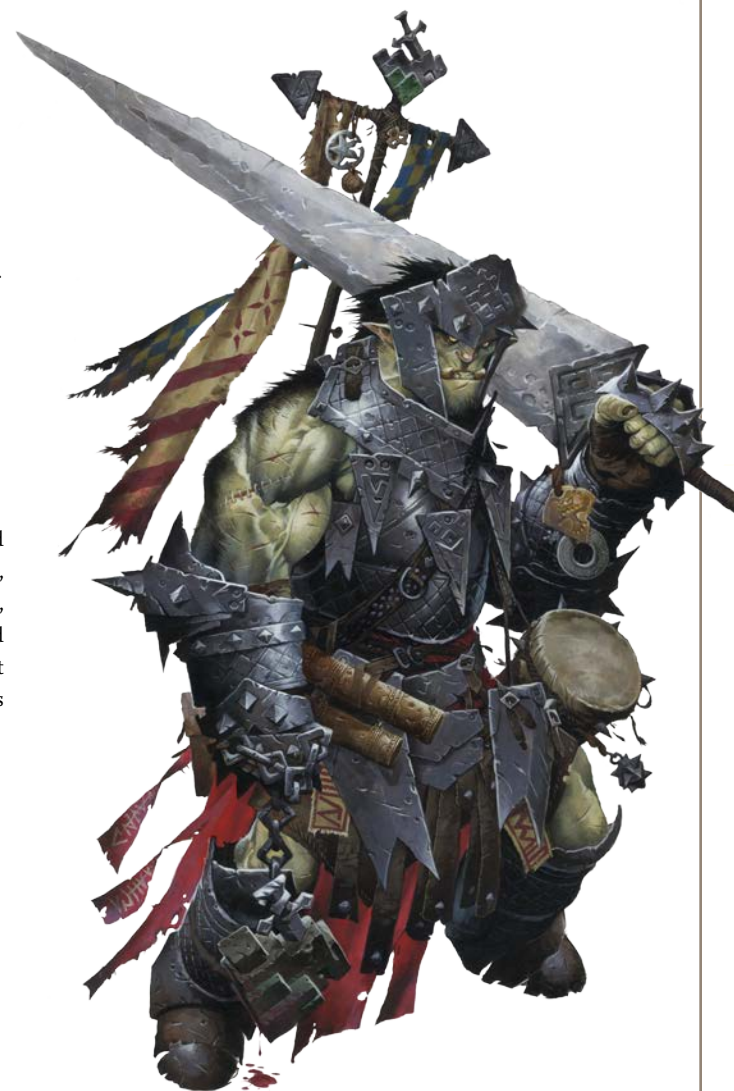
Guidance Oloch can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Shield of Faith Oloch can give a touched target a +2 deflection bonus to AC for 1 minute, which increases touch, flat-footed, and CMD as well.

Oloch has no memory of a time before pain—pain suffered, and pain inflicted. A half-orc of the Haskodar tribe in Blisterwell, Oloch was constantly forced to fight for survival against his larger, stronger tribemates. Those who thought to casually bully the child soon learned the error of their ways, for in Oloch's mind, every fight is a fight to the death, and anyone who pretends otherwise leaves themselves vulnerable.

For a time he wandered the wilds, yet no ordinary beasts could provide a proper challenge. Eventually he wound up in Urgir, where he quickly found work as a government enforcer and champion. Though on the surface he claims that his position ensures him a steady supply of worthy opponents, in secret Oloch hopes to puzzle out how to balance the orc and human inside himself and discover the man he was born to be.

Oloch lives in the moment, relishing the red rush of battle and the communion it brings him with his god. He's not opposed to working with—or even for—those he considers his equals, but those individuals must take pains to show him proper respect. Perhaps the only activity other than combat that truly brings him pleasure is making music on his drum—and then only if it's sufficiently riotous as to echo the clamor of battle.



“Every fight is a fight to the death.”