

**Aspect 1:** Revenge obsessed, feral elf rogue.

**Aspect 2:** Mute, quiet, and stealthy

**Aspect 3:** Avenge those who are unable to do so for themselves.

**Getting fate points:** Any time you would normally need to make some sort of social roll (like Diplomacy) where your muteness or feral looks would hamper you, you can choose to fail those rolls and get a fate point. It has to be a situation where you are legitimately hurt or inconvenienced by the failed roll. You might have to roleplay out exactly how your feral nature or muteness kills the deal. As for avenging others, one way that may play out is if you were in a combat where you were avenging someone, you could say you were being reckless in battle, lowering your AC or something in exchange for the fate point. You might have to be creative in giving yourself penalties to score points.

**spending fate points:** You can spend a fate point on any attack against a foe you want revenge on. I would like to tie your background in with the main bad guys of the adventure path, so you'd be able to essentially spend fate points against any of the main villains (boss fights). You can spend fate points on traditionally "elfy" things (detecting doors, shooting bows, nature knowledge) and traditionally "roguey" things (sneaking, backstabbing, pickpocketing). Having "stealthy" in your aspects gives you a second way to spend points on stealthy things, so if you spend a fate point on stealth and still fail, you have a second aspect that applies and you can spend a second point. You can also spend on attacks when avenging someone else.

#### **Background:**

V'lk was one of the youngest members of the Aleanvalsa's, a powerful noble family in Kyonsin. That power and nobility was striped from the family when V'lk's great great grand uncle Dariuslo (the family patriarch) was caught conspiring with a group of shape-changing evil outsiders. Dariuslo had used his position to steal elven artifacts from the treasury. These items in turn paid for the inconvenient "accidents" that ended his political rivals.

Dariuslo and the Aleanvalsa's fled Kyonsin in a large caravan with Crying Leaf as their destination. They believed that such a place would be far enough away to be safe and offer them a chance to flourish and rebuild. And perhaps in a few hundred years they would return in triumph to Kyonsin. Unbeknownst to the rest of the family Darriuslo had taken back some of the stolen treasures and brought them along.

Not far from Crying Leaf the caravan was attacked in camp by a large, determined group of bird men led by a winged man wearing a red mask with a long nose. The caravan lost the fight. Most of its folk were killed or stolen away. V'lk was one that escaped. He had been laid low by a fever the previous day and was too ill to help fight. He had crawled to safety during the attack.

Almost a week later, Shalelu (female elf ranger) found the young man, dirty and hungry, hiding in an animal den near the destroyed caravan. She took him and a few other survivors to Crying Leaf. Eventually, V'lk followed her to Sandpoint and it was during this journey that she took him under wing. Shalelu believes V'lk doesn't talk because of the horrible things he witnessed during the caravan massacre. Had she gone into that animal den she would have found his primitive altar to Calistra.

The night of the attack V'lk heard snippets of conversation between the attackers. From that he is convinced that his great great grand uncle's enemies, perhaps even the outsiders, were responsible for the attack on the caravan. They also mentioned "Brinewall", which might be their base of operations.

In that animal den, V'lk vowed revenge and sacrificed his speech to Calistra. He fully believes his sacrifice pleased Calistra so much so that she protected him and will always protect him. And to his fevered mind speech was the obvious sacrifice because it was that thing exactly that lead Dariuslo to lies and wicked bargains and then destroyed his family. To truly honor his vow and sacrifice V'lk decided that he must also be silent and stealthy whenever possible.

V'lk hates what happened to his family and doesn't want to see others suffer similarly. If he can stop something horrible from happening, then he will. But he'll

come alive when events have swept past prevention and are into full-blown revenge. Such things please Calistra. He dreams of the happy tears from those he has avenged as he places severed heads at their feet.

Unfortunately, Sandpoint offers few such opportunities. Adventuring on the other hand will provide many. He will take revenge for anyone deserving and one day he will become only blade and shadow, just like his hero, Gloom Bloody Gloves.

I imagine V'lk just looks plain dangerous to most civilized folks, because they see a barbaric looking individual with strange habits who keeps to himself and never talks. He will happily go thru obscene lengths and long periods to punish (usually a practical joke) those who would trick him into speaking. He makes a sparse living as a trapper/hunter just outside Sandpoint, so he lives in a hut covered in curing hides and surrounded by a ring of bones and viscera. Probably this sort of operation screams "crazy killer" to anyone not familiar with trapping and hunting. Most of his clothes are homemade and decorated with bits of animal bones. He rarely comes into town and then usually only for bartering. He hunts the occasional goblin and gives the ears to the stable owner. Sometimes he dons "warpaint" because he wants to frighten someone or something or more likely because he is bored (Tonight is "skull-face and dance around the fire" night!). And he probably smells a bit like Rorschach.

I think of V'lk as well meaning, but undoubtedly demented. Capable of functioning in society but mostly not interested in it beyond the necessities (companionship, food, equipment) and opportunities it offers. New things, people, events, and food might hold his attention for a while, but eventually his obsessions take hold again.

There are only two other things that matter to him. One is Shalelu Andosana, who he worships. She lives how he wants to: traveling, helping people, and dealing out bloody justice. He wants her to be proud of him, but suspects that she would never approve of what he wants to become.

The second would be the illustrated books called Penny Dreadfuls especially those about virtues triumphant and his hero, Gloom Bloody Gloves. He always has one or two handy and is looking to trade for new ones.

**Equipment:** Penny Novel "Gloom Bloody Gloves Kills the King of Naught", Penny Novel "Gloom Bloody Gloves Murders the God Beast". Vials of simple dyes. Ear-cutting knife. Scalp cutting ebony shard. Wooden cup.

### ***Oracle's Curse - Mute***

You cannot speak and suffer all of the usual penalties for being mute. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3 competence bonus on hearing-based Perception checks, and you add Invisibility to your oracle spell list. At 10th level, you add Telepathic Bond to your spell list. At 15th level, add Mass Invisibility to your spell list.

## **Oracles Mystery - Shadows**

### **Class Features Modifications**

**Class Skills:** An Oracle with the Shadows mystery adds bluff, stealth, perception, and disable device to their skill list.

**Bonus Spells:** Disguise Self (2nd), Invisibility (4th), Major Image (6th), Greater Invisibility (8th), Seeming (10th), Shadow Walk (12th), Instant Summons (14th), Antimagic Field (16th), Energy Drain (18th)

**Revelations:** An oracle with this mystery can choose from any of the following revelations.

**Shadowstrike:** The Oracle uses his supernatural insight to pinpoint an opponent's weak points. The oracle may use sneak attack (as the rogue class feature) a number of times per day equal to 3+his charisma modifier, as if he were a rogue equal to his level.

**Poison Mastery:** The oracle has gained insight into the creation and use of poisons. The Oracle gains a +2 bonus to craft (Alchemy) checks in order to create a poison, and his poisons persist for a number of strikes equal to his charisma modifier. At 7th level, the bonus increases to +4, and the Oracle never risks accidentally poisoning himself. At 14th level, the Oracle may apply poison to a weapon as a swift action, and the DC to resist his poisons increases by 2.

**Cloak of Twilight:** Shadowy forms flit around the oracle, obscuring his form and intercepting strikes. The Oracle gains a +2 deflection bonus to AC. At 7th level, and every 4 levels thereafter, this increases by +1. At 13th level, the Oracle gains a 20% miss chance against ranged attacks. This cloak may be used for 1 hour/oracle level, hours do not need to be consecutive but must be used in 1 hour increments.

**Gaze of Night:** Your shadowy patron grants you the ability to pierce the veil of night. You gain darkvision 60 feet. If you already possess darkvision, you may see through up to 30 feet of magical darkness.

**Strength from Shadow:** You gain fast healing 5 in low-light conditions. In dark conditions, you gain a +2 natural bonus to Strength, Dexterity, and Constitution, and DR 5/-. You must be level 11 to take this revelation.

**Wings of Shadow:** You may grow shadowy wings for 1 minute per oracle level. These wings give you a fly speed on 60 feet (good). The minutes used do not need to be consecutive, but must be in 1 minute increments. You must be at least 7th level to take this revelation.

**Preternatural Skill:** you gain a +5 bonus to stealth and perception checks. At level 11, you gain the ability to hide in plain sight (as an assassin).

**Shadow Emanation:** The Oracle summons a small being of shadow that functions as a scout and familiar. The shadow is a tiny, ethereal being and may not participate in combat. It may be summoned once per day. At 7th level, and every 4 levels thereafter, it may be summoned 1 additional time per day. The shadow may be ordered to perform one task per summoning.

**Shadow Dart:** You gesture, and a tendril of pure shadow ensnares your target. This is a ranged touch attack (30 ft.). An enemy hit by this attack must pass a fortitude save or be staggered (level 1), stunned (level 7), or blinded (level 14). The afflicted creature may take a new save as a full-round action. You may use this ability a number of times/day equal to 3+your charisma modifier.

**Shadow Jump:** You gain the ability to move swiftly and undetectably through shadows. You gain shadow jump (40 feet) as the shadowdancer class feature. At 4th level, and every 4 levels thereafter, the distance jumped doubles.

**Final Revelation:** You become a master of shadows, and gain the death attack special ability (as an assassin). In addition, you may apply the silent or still spell metamagic abilities to any spell you cast (this does not raise the spell level).