

Cirque | Voodoo Priestess (Mambo) 7th | TN | 65 year-old human female, 5'3", 110#



Stats:	Score	Modifier	Bonus	Notes
STR	10	+0	FOR +7 REF +5 WIL +8 Melee +8 Ranged +8 AC 17	+5 base, +2 Con +2 base, +3 Dex +5 base, +3 Wis +5 base, +3 WF Feat +5 base +3 Dex 14 Flat Footed, 16 Touch
DEX	16	+3		
CON	14	+2		
INT	12	+1		
WIS	17	+3		
CHA	18	+4		
Hit Points	49	-	Physical Description: Apparent age: 29. Cirque is dark-skinned and shapely with long hair kept in cornrows. She wears a headscarf and a long patterned dress.	
Speed	40'	-		
Initiative	+3	-		

Proficiencies: Simple Weapons, Light/Medium Armor, Shield

Combat Maneuvers: CMB +5 (+10 for maneuvers using +2 Sickle) CMD: 18

Languages: Common, Nawlins patois

Weapon	Attack	Damage
Sickle +2	+10	1d6+2 (Slashing) (20 x2)

Spells Prepared				
Level 0 (DC 13)	Level 1 (DC 14)	Level 2 (DC 15)	Level 3 (DC 16)	Level 4 (DC 17)
<input type="checkbox"/> Purify Food/Drink	<input type="checkbox"/> <input type="checkbox"/> Hide from Undead	<input type="checkbox"/> Detect Thoughts (D)	<input type="checkbox"/> Remove Disease	<input type="checkbox"/> Dimension Door (D)
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Comp. Language (D)	<input type="checkbox"/> Make Whole	<input type="checkbox"/> Speak with Dead (D)	<input type="checkbox"/> Neutralize Poison
<input type="checkbox"/> Detect Poison	<input type="checkbox"/> Command	<input type="checkbox"/> <input type="checkbox"/> Silence	<input type="checkbox"/> Prot from Energy	
<input type="checkbox"/> Light	<input type="checkbox"/> <input type="checkbox"/> Prot. From Evil	<input type="checkbox"/> Hold Person	<input type="checkbox"/> Dispel Magic	

Feats	
Brew Potion	You can create a potion of any 3rd-level or lower spell that targets one or more creatures.
Turn Undead – DC 17	You can use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal/harm creatures).
Deceitful	You get a +2 bonus on all Bluff checks and Disguise checks.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Versatile Channeler	Can channel negative instead of positive energy as a cleric 2 levels lower.

Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Knowledge (Arcana)	INT	+5	Diplomacy (Seduction)	CHA	+14	Disguise	CHA	+12
Linguistics	INT	+6	Knowledge (Religion)	INT	+11	Bluff	CHA	+12
Spellcraft	INT	+7	Sense Motive	WIS	+8			

Possessions
Amulet of Natural Armor +1, Elixir of Truth, Sickle +2, Potion of Remove Disease, Ring of Protection +3, messenger bag, bottle of rum, 2 oz chocolate wrapped in paper, Asson (holy symbol), voodoo bundle, pocket knife, silver dagger with mirror in hilt (Spell focus – see below), Willy the Loa (shrunken head).

Priest Abilities	
Spontaneous casting	Can spontaneously cast Cure spells.
Channel Energy	Seven times per day – Cirque’s holy symbol can emit a 30-ft radius burst of positive energy that <u>either</u> heals 4d6 damage on living creatures or inflicts 4d6 damage on undead. Alternatively, she can channel negative energy to either heal undead for 3d6 damage or inflict 3d6 damage on all living creatures. Will save vs. DC 17 for half damage.
Domains	
	Deity: Papa Legba
Knowledge	<p>You treat all knowledge skills as class skills</p> <p>Lore Keeper: You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 25.</p> <p>Remote Viewing: You can use clairvoyance/clairaudience at will as a spell-like ability using your cleric level as the caster level. You can use this ability for 7 rounds per day. These rounds do not need to be consecutive.</p> <p>Clairaudience/clairvoyance creates an invisible magical sensor at a specific location (range 760 feet) that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. The sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.</p> <p>Domain Spells: 1st—comprehend languages, 2nd—detect thoughts, 3rd—speak with dead, 4th—divination</p>
Travel (Trade)	<p>Base speed increased by 10 feet</p> <p>Silver-Tongued Haggler: Whenever Cirque makes a Bluff, Diplomacy, or Sense Motive check, she can, as a free action, grant herself a +3 bonus on the roll. She can use this ability 6 times per day.</p> <p>Domain Spells: 1st—Floating Disk, 2nd—Locate Object, 3rd—Fly, 4th—Dimension Door</p>

Personality Sketch

Dark, sexy, voodoo priestess, now married to Paolo Ferrare and making the most of it.

Goals/Motivations

- Try to figure out how to be a mother to Robert and a (gulp!) grandmother to RJ.
- Keep Willy satisfied (but not share my marital relations!)
- Use my charm and skills of persuasion to get my way.

Spell Focus – Silver Dagger

Cirque has purchased an ensorcelled silver dagger that has a mirror in its hilt. If she kills her firstborn son with it and then holds the mirror up to his face, she will remain young and beautiful for 100 years.

Cirque – 7th level Voodoo Priestess (Mambo) of Papa Legba

When I stood by Robert during the mutiny, I made my choice to be a mother. I wasn't countin' on bein' a grandmother a few days later. I've got no idea how to do dis whole maternal t'ing, mon.

Da new spell woulda been so much easier than always keepin' Willy happy, tho. Killin' my firstborn for a hundred years o' youth and beauty seemed like a great deal once I found out he was a bloody-handed pirate. I don't know. Could I really have done it? But, what dang good is it bein' a hedonist if Willy gets most o' da feelin's?

I assumed he had his fadda Sangre's black heart and the world would be well rid of him. Anyway, he'd been born to be a sacrifice, hadn't he? My memories of that time are so foggy; back before I found Papa Legba. The person I was back then wouldn't have hesitated.

Robert Harbinger (Ro-bear Ar-bin-jay) – Human Pirate – Captain of the Nightotter – My son with Negral Sangre

Robert is my son. He's tall, athletic, with thick dreadlocks, and cocoa brown skin like his fadda. He was born 21 years ago when I was one o' da 13 handmaidens of Negral Sangre on Isla de Sepultura. Dat was back before I turned away from da darkness. Robert was born to be a blood sacrifice, but Sangre never offered his blood to da fire. He always claimed he was savin' him for somet'ing special. I haven't seen him since he was 3 years old and I escaped from my own sacrifice.

Paolo Ferrare – Human – Sorcerer – cursed into parrot form – My new husband!

Paolo was Cap'n Otto's secret weapon. A sorcerer cursed into the form of a green and yellow parrot who was still able to cast spells. Now he can change form at will and hold either of them for as long as he likes. It makes our marital relations much easier.

A good looking man. Strong and virile and mature. He practically raised Robert. I know he t'inks of him as a surrogate son.

Dag Spector – Dwarf – Priest of Kaebum – Gunpowder Guild

Da dwarf is strictly a mercenary. Then again, so are all the priests of Ka-boom. Oh, I know it's pronounced "Kay-bem", but he turns of very funny shade a purple when ya say "Ka-boom".

Kaebum is the god of explosions and his priests form the Gunpowder Guild. Without a Gun Guilder on board the ship's cannons, muskets, and pistols couldn't fire. The Guild uses their influence and contracts to spread across the globe. Guild members cover themselves in patterns of ritual burn-scars caused by Kaebum's rough-and-ready healing spells.

Epiphany Song – Human – Druid

Piffy is the ship's scout and the second prettiest woman on board (after me, of course). Cap'n Otto had her use her shape-shifting abilities to act as the ship's eyes. An eagle can see farther than a spyglass, and a dolphin can lead a ship through dangerous reefs.

She always seemed too nice to be a pirate though. Otto was ransoming back her tribe's sacred stones – the Seven Sisters – in exchange for her services. The mutiny turned out well for her in that respect, at least. She's got her stones back.

Fenestra Darkwater – Sea Elf – Rogue - Zombie

Festren is now Fenestra and is no longer hunchbacked and slimy – he's tall and handsome. It turns out that his twisted form was the result of a curse by an undersea goddess named Umphquin that Festren used to consort with. Hunchbacked or handsome he has a nicely devious mind. I like that, but I never trusted him and I don't trust him now.

It was handy a time or two, havin' a zombie around. Especially since we were up against the Cult o' Baron Samedi, the Lord of the Cemetery. But now he's startin' to smell, and the flies are getting annoying.

Willy the Loa spirit – trapped in a shrunken head

Willy misses the sensations of da material world. So in exchange for certain sacrifices, Willy keeps me young and beautiful and can peer into the spirit world for me. He likes the taste of chocolate and coffee, the smell of sea air, good music, foot rubs, a fine cigar, and especially... personal relations. The only problem is that when I sacrifice somet'ing to him, I feel not'ing myself. That's hard.

Robert Harbinger, Jr. – Human – Child – My Grandson

It shudder to t'ink about RJ's childhood so far. I just hope it wasn't too awful. He's my blood, and I finally understand what that means, but I cringe every time he calls me "Grandma" or "Mamiere". I just don't t'ink o' myself dat way. He's happy and active now. He's in safe hands in Nawlins until our mission is through.

Cirque – 7th level Voodoo Priestess (Mambo) of Papa Legba

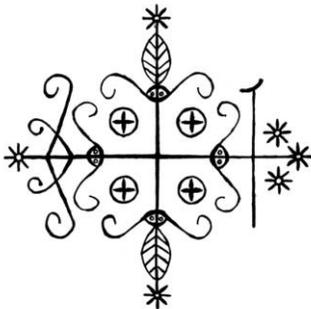
Voodoo Lexicon

Loa	Powerful spirits, gods, and archetypes of human experiences worshipped by Vodoun. Unlike other spirits, Loa still have enough connection to the material world to understand and care about humanity.
Vodoun	A practitioner of Voodoo.
Mambo	Voodoo Priestess – A female servant of the Loa.
Hougan	Voodoo Priest – A male servant of the Loa.
Bokor	A Voodoo sorcerer.
Asson	A Vodoun's holy symbol. A ceremonial rattle, made from a dried calabash gourd filled with snake vertebrae and wrapped in a net of beads.
Baka	An evil spirit animal or demon.
Gros-bon-ange	The "soul" of an individual.
Horse (Cheval)	When a Loa possesses a person, forcing out their gros-bon-ange, they are said to "ride their head" thus making the ridden one a "horse" or "cheval."
Peristyle	A roofed, open sided court in which most ceremonies and dances celebrating the Loa take place.
Poteau-mitan	The brightly colored center post of a peristyle. It is supposedly the "road" through which the Loa enter. Considered sacred to Legba.
Veve (beybey)	A sacred design formed by carefully pouring wheat or corn meal onto the floor of a peristyle before a ceremony. The design is a symbolic representation of the Loa it is meant to invoke, and every Loa has a unique veve associated with it.

Voodoo Bundle - Cirque carries a bundle of mushrooms, dried plants, corn meal, and herb sticks that are used in voodoo ceremonies.

Voodoo Ceremonies - Are officiated by a Hougan or Mambo and feature drumming, dancing, drinking rum, and smoking herbs. These preliminaries can go on for hours until the participants are in the proper frame of mind. Some practitioners use panaeleous mushrooms to achieve the proper state more quickly (it's easy to overdose, so keep some night-blooming jasmine handy as a counter-agent). At this point the spirits are invoked. If the attentions of one of the Loa are desired, his Veve, or sacred pattern must be drawn on the ground with wheat or corn meal. One or more of the participants made be possessed during the ceremony. While possessed, the person can often perform super-human feats of strength, tolerance, or flexibility.

Legba's Veve



Papa Legba - Lord of the Crossroads, the Wandering Sun

Domains: Travel/Sun/Knowledge

As Lord of the Crossroads, it is thru Legba that all prayers to the Loa must pass. He is the guard between the border between spirit and flesh and all doors and gateways are sacred to him. Prayers to Legba begin with "**Papa Legba, open the way for me to come through.**"

He is depicted as an old man walking with a gnarled cane.

