

Epiphany Song | Druid 7th | NG | 27 year-old human female, 5'6", 130#



Stats:	Score	Modifier	Bonus	Notes
STR	11	+0	FOR +7 +5 base, +2 Con	
DEX	16	+3		
CON	14	+2		
INT	11	+0		
WIS	16	+3		
CHA	16	+3		
Hit Points	49	-	Melee +5 +5 base	
Speed	30'	-		
Initiative	+3	-		
			Ranged +8 +5 base +3 Dex	
			AC 13 10 Flat Footed	

Physical Description: Epiphany has cornflower blue eyes, tanned skin, and long straight blond hair worn in braids tied with multicolored ribbons.

Combat Maneuver: CMB+5 CMD: 18

Languages: Common, Venezian, Ungwallan

Weapon	Attack	Damage	Range	Ammo
Blow Gun	+8	1d2 & DC sleep DC 18	20 ft	Sleep darts 20

Feats

Animal Affinity	You get a +2 bonus on all Handle Animal checks and Ride checks.
Athletic	You get a +2 bonus on all Climb checks and Swim checks.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if it is melded within your form.
Self-Sufficient	+2 on heal and survival checks.
Wild Speech	Can speak while in Wild Shape.

Druid Abilities

Nature's Bond	Grants Weather Domain with Storm Burst ability and domain spells marked with (D) below.
Nature Sense	A druid gains a +2 bonus on Knowledge (nature) and Survival checks.
Resist Nature's Lure	+4 bonus on saving throws against the spell-like abilities of fey.
Spontaneous casting	Can spontaneously cast Nature's Ally spells.
Storm Burst	6/day as a standard action, 30 ft ranged touch attack against a target. On a hit, the target is buffeted by wind/rain, taking 1d6+3 nonlethal dmg and taking a -2 on attack rolls for one round.
Trackless Step	If she chooses, druid leaves no trail in natural surroundings and cannot be tracked.
Wild Empathy	Improve the attitude of an animal. +10 (+6 on Magical Beasts).
Wild Shape 2x day	Turn into a Tiny, Small, Medium, or Large animal (or a small elemental) and back again.
Woodland Stride	Druid may move thru undergrowth at normal speed without damage or any other impairment.

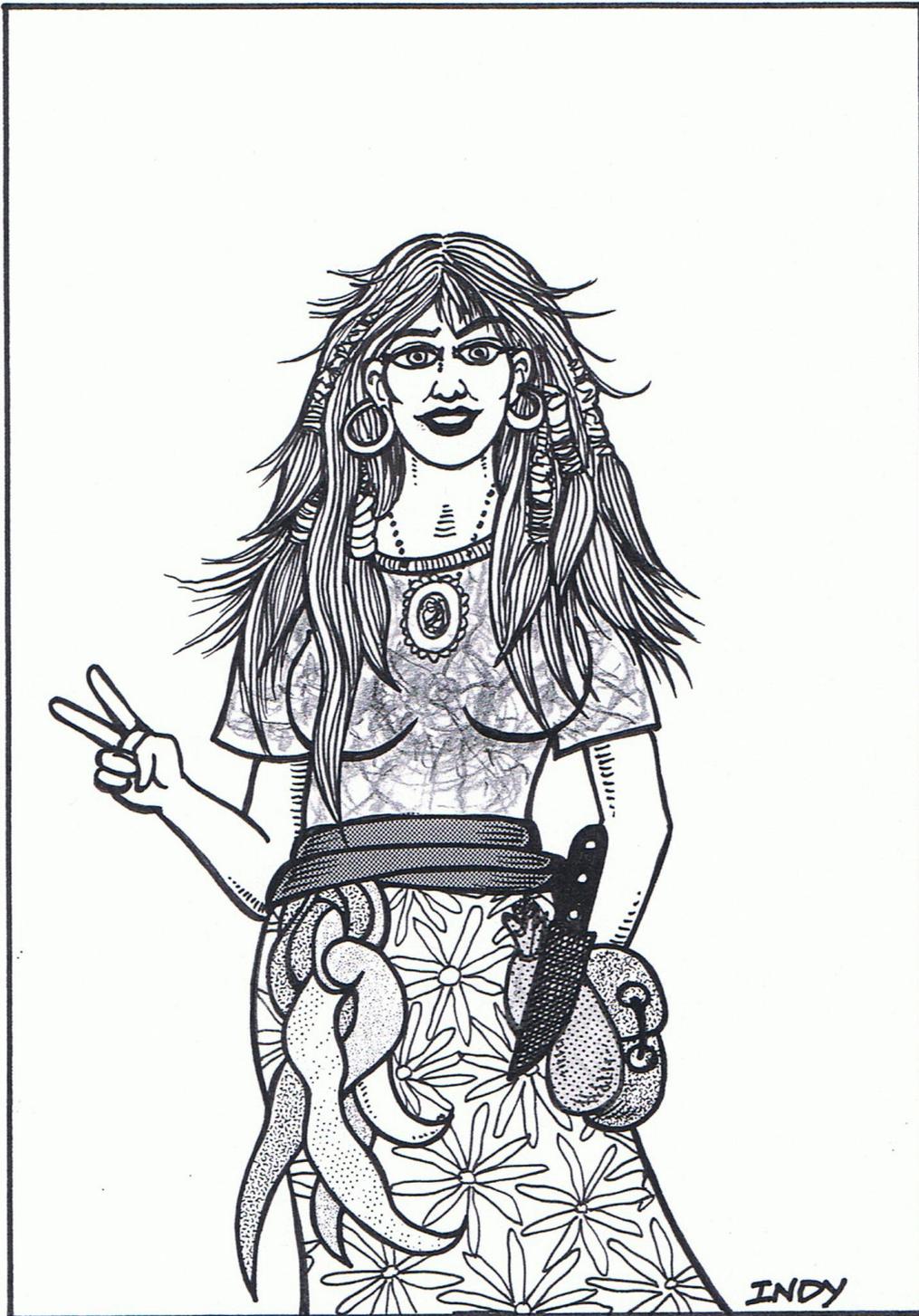
Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Acrobatics	DEX	+8	Ride	DEX	+9	Survival	WIS	+15
Climb	STR	+11	Swim	STR	+6	Heal	WIS	+5
Perception	WIS	+12	Handle Animal	CHA	+13	Fly	DEX	+9

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"/> Mending	<input type="checkbox"/> Cure Light Wound	<input type="checkbox"/> Flaming Sphere	<input type="checkbox"/> Remove Disease	<input type="checkbox"/> Dispel Magic
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Charm Animal	<input type="checkbox"/> Gust of Wind	<input type="checkbox"/> Cure Moderate	<input type="checkbox"/> Sleet Storm (D)
<input type="checkbox"/> Detect Poison	<input type="checkbox"/> Faerie Fire	<input type="checkbox"/> Warp Wood	<input type="checkbox"/> Call Lightning (D)	
<input type="checkbox"/> Light	<input type="checkbox"/> Speak with Animals	<input type="checkbox"/> Resist Energy		
	<input type="checkbox"/> Obscuring Mist (D)	<input type="checkbox"/> Fog Cloud (D)		

Possessions

Silk blouse, peasant skirt, 7 silk scarves (ROYGBIV), Blow Gun, 20 sleep darts (DC 18), belt knife, Belt Pouch, 20 gp, 11 sp, Holy Symbol (woven circle of hanging cypress moss).



Personality Sketch

Formerly peace-loving hippy girl forced to aid a pirate crew. She now revels in shape-changed combat, especially in her bear-form.

Goals/Motivations

- Embrace my inner bad-ass, but strive for balance
- Robert sure is handsome, and RJ is so cute and sweet.

Wildshape - 2 times per day - These are three possible shapes. Epiphany can change into any animal she wishes from size tiny to large, or a small elemental, as if under the effects of Beast Shape II or Elemental Body I.

Dire Bear

Size/Type:	Large Animal
Speed:	40 ft.
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
/CMB/CMD:	CMB:+9 CMD: 23
Attack:	Bite +19 melee (2d4+10)
Full Attack:	2 claws ++19 melee (2d4+10 plus grab) and bite +13 melee (2d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Grab: If Epiphany hits with a claw attack, it deals normal damage and she may attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. This works only against opponents at of a size category equal to or smaller than the bear.
Special Qualities:	Low-light vision, scent
Abilities:	Str 31, Dex 14,

Sea Eagle

Size/Type:	Small Animal
Speed:	10 ft., <u>fly</u> 60 ft. (average)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, <u>flat-footed</u> 12
CMB/CMD:	CMB: +4 CMD: 18
Attack:	Talon +5 melee (1d4)
Full Attack:	2 talons +5 melee (1d4) and bite +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Low-light vision
Abilities:	Dex 18

Porpoise

Size/Type:	Medium Animal
Speed:	Swim 60 ft. (average)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
CMB/CMD	CMB: +6 CMD: 22
Attack:	Slam +6 melee (1d4+1)
Full Attack:	Slam +6 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Low-light vision
Abilities:	Str 13

Epiphany Song – 7th level Human Druid

It was wonderful to return home and restore the sacred stones (including the Waystone Weaver) to the Ungwalla Doola, my adopted tribe. When the Children of Peace were shipwrecked on their shore, the Doola took us in, and made us part of their family. It felt good to finally return that favor.

But I couldn't stay. I couldn't face the Children of Peace now that I'm an experienced killer. I've got to find the balance between the joy of combat I know now, and the gentle pacifism I was raised with.

Robert Harbinger (Ro-bear Ar-bin-jay) – Human Pirate – Captain of the Night Otter – Son of Cirque and Negral Sangre

Robert's a cool cat. He's tall, strong, and handsome with cocoa brown skin and dreadlocks. (sigh) He's not like the other pirates. Somehow Robert still has kindness left in his soul. And now that he's the captain he's gotten even more confident and assertive.

He was raised on the *Night Otter* by Cap'n Otto himself. Now Robert has a son of his own to raise (if he lives). Should be interesting, especially since up until a day ago he didn't know who his mother was, who his father was, or that he even had a son. It's getting complicated now that we are romantically involved.

Cirque Ferrare – Human – Voodoo Priestess (Mambo) of Papa Legba – Mother of Robert, Wife of Paolo

I've decided I'm gonna judge Cirque on the chick she IS and not the chick she WAS. She WAS a woman who served Baron Samedi, the Zombi Lord when she was young; a woman who planned to sacrifice her firstborn son (Robert) for 100 years of youth and beauty just a few months ago. But when push came to shove she chose the righteous side of the mutiny and helped us overthrow the Cult of Samedi. Now she's trying to be a mother to Robert, a grandma to RJ, and a wife (surprise) to Paolo.

Cirque's got a little talkin' head dude named Willy. She's always collecting sacrifices for it; like chocolate or good cigars. Weird stuff too; like songs or the one time Mr. Chase gave her a shoulder rub and she said it was for Willy.

Paolo Ferrare – Human Sorcerer – Husband of Cirque - can assume the form of a parrot at will

Cap'n Otto cursed Paolo into the form of a parrot and forced him to serve as a "secret weapon". I dig shiftin' to bird forms – flying is trippy – and it's the best way to scout, ever. Poor lonely Paolo took the chance of confiding in me while I was in bird form. Robert and I are the only ones he trusted with his secret. The bonds of Dharma. Cosmic

Now that his curse is lifted he can still shapeshift into parrot form whenever he wants. I worked with him on the shapeshifting until he got control of it. Kinda handsome for an older dude.

Fenestra Darkwater (formerly Festren) – Sea Elf – Rogue/Fighter - Zombie

Fenestra and I worked together as saboteurs lots of times, back when he was known as Festren. I would ferry him underwater to enemy ships so he could explode powder magazines or cause other mischief. Back then Festren was a dirty, under-handed, hunchbacked backstabber.

While travelling the Moonpaths Fenestra discovered the truth about himself: He was the Anti-Paladin/Consort of an evil goddess: The Lady Umphquin of the Deep Water. They'd had a falling out and she cursed him into a twisted, hunchbacked version of himself. Now that the curse is lifted, he stands tall and handsome, but he's still not alive.

Festren died in the mutiny and then rose from the dead when the first part of the Cult of Samedi's plan went into effect. I thought maybe he'd come back to life when we cleared the Moonpaths, but no, he's still a zombie.

Dag Spector – Dwarf – Priest of Kaebum – Gunpowder Guild

Dag's kind of a head case. He's covered with ritual burn scars and always smells of ash and sulfur. Grodie.

He worships Kaebum (kay-bem), who is apparently the dwarven god of explosions. I'm told that without Kaebum's blessing, the ship's gun-powder wouldn't blow. Dag enjoys blowing things up and burning them down – maybe he enjoys it a little too much. It's always his first option.

Robert Harbinger, Jr. – Human – child

RJ is the result of the one time Cap'n Otto let Robert be with a girl. Like a backup sacrifice for Baron Samedi's plot. Since we cleared the Moonpaths of Samedi's curse he's turned into a precocious and active child, it's wonderful. But, I need to be careful. Since his pops is my old man now, he's looking at me like a mom. Am I ready for that?