

Fenestra Darkwater | Moon Zombie | Rogue 7th/Fighter 4th | CN | 205 year-old elven (aquatic) male, 4'11", 109#



Stats:	Score	Modifier
STR	14	+2
DEX	19 14	+2
CON	14	+2
INT	13	+1
WIS	10	0
CHA	17 15	+2
Hit Points	72	-
Speed	30'	Swim 40'
Initiative	+2	-

FOR	+8	+6 base, +2 Con
REF	+8	+6 base, +2 Dex
WIL	+3	+3 base
Melee	+11	+9 base, +2 Str
Ranged	+11	+9 base, +2 Dex
AC	16	16 Flat Footed, 12 Touch

Physical Description: Fenestra has light green skin and dark green hair. His hands and feet are webbed and he has fins along each limb. He is beginning to rot and stink.

Proficiencies: Simple and martial weapons, all armor and shields.

Combat Maneuver: CMB+11 CMD:23

Languages: Common, High Elven, Deep Elven

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Dagger +2 (S/P)	+13/+8	1d4+4	Dagger +2 (S/P)	+13/+8	1d4+4	10' (-2)
Dual Daggers +2 (S/P)	+11/+9/+6	1d4+4				
Bite	+11/+6	3d4+2*	S - Slashing P - Piercing			

Feats	
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Two-Weapon Fighting	You can fight with a weapon in each hand. You make one extra attack each round with second weapon.
Deft Hands	You get a +2 bonus on all Disable Device checks and Sleight of Hand checks.
Stealthy	You get a +2 bonus on all Escape Artist and Stealth checks.
Power Attack	Take a -3 penalty to your melee attacks to add +6 damage
Weapon Focus (trident)	You gain a +1 bonus to hit when wielding a trident.
Weapon Specialization	You inflict +2 damage with tridents.
Double Slice	Add your full Strength bonus to damage with your off-hand attacks.
Improved Shield Bash	You retain your shield's bonus to AC when you make bash attacks with it.

Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Acrobatics	DEX	+15	Disable Device	DEX	+18	Perception	WIS	+14
Appraise	INT	+10	Sleight of Hand	DEX	+14	Stealth	DEX	+14
Climb	STR	+14*	Profession (Sailor)	WIS	+12	Escape Artist	DEX	+14

Aquatic Elf and Class Abilities	
Racial	+2 racial saving throw bonus against enchantment spells or effects.
Racial	Immunity to magic sleep effects.
Aquatic	Aquatic creatures move in water without making Swim checks and breathe underwater.
Aquatic	Swim 40' per round.
Evasion	If Fenestra makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage instead.
Gills (Important!)	Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
Uncanny Dodge	Can't be caught flat-footed.
Sneak Attack	+4d6 damage to targets that you flank, or are denied their Dex bonus to AC.
Trap Sense +2	An intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Trapfinding	Fenestra adds +3 to Perception checks to find traps and Disable Device checks. He may use Disable Device to disarm magical traps.
Rogue Talents	Powerful Sneak: When making a full-attack action, you may take -2 to hit on all rolls to treat all 1s on sneak attack damage dice as 2s.

	Strong Stroke: Roll twice on Swim checks and take the better result. Wall Scramble: Roll twice on Climb checks and take the better result.
Bravery	You gain a +1 bonus on Will saves vs. fear effects
Armor Training	You reduce the armor check penalty of any armor you wear by 1.

Possessions

+2 Dagger (x2), Throwing Dagger (x2), **Bracers of Armor +4**, Belt Pouch, 4 black pearls, 12 gp



Personality Sketch

Devious, sniveling, back-stabbing pirate who died and came back as a Moon Zombie as a result of Baron Samedi's plot to turn the Land of the Living into the Land of the Dead. Umphquin of the Deep Currents cursed him into a twisted hunchback to mock his former beauty. Now his that his curse has been lifted and he stands straight and handsome he's determined to be a better man.

Goals/Motivations

- Rejoin the living, quickly. I'm starting to rot and get clumsy, and the urges are becoming overwhelming.
- Become a truly better person
- Get underwater fairly often so I don't dry out.
- Eat brains, drink blood. No, resist that urge! Well, maybe a little brains. In secret.

Moon Zombies

You sided with the mutineers, during the Mutiny on the *Night Otter*. Unfortunately you also died in that battle. That battle took place immediately after the Cult of Baron Samedi had blocked access to the Moon Paths. You were unable to reach the afterlife and ended up back in your dead body... as a Moon Zombie.

You have a thirst for the blood of the living and a barely suppressed rage that threatens to burst loose at any time; your first inclination is to bite in combat rather than use your weapons.

The rot is really starting to kick in now. The stink and the flies are unbearable. Your senses (other than smell) are dulling and you tend to shuffle and lurch when you walk. There is a constant ache in your muscles and joints that never seems to go away. Your eyes glow with the milky iridescence of the moon.

Your sense of smell is heightened; especially the smell of warm blood and juicy brains. You could easily pick out the one living body in a pile of 50 corpses.

You are undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. You do not need to breathe or eat or drink – although you really want to eat brains and drink blood.

Cure Wounds spells (or Channel Positive energy) harm you. Cause wounds spells heal you.

Bite damage: 3d4

Fenestra Darkwater – Sea Elf – 7th level Rogue/4th level Fighter – Moon Zombie

I served Cap'n Otto Von Falk for more than 25 years. Part of his original crew, I was. It turns out that whole time I was under a curse placed on me by my former lover, the goddess Umphquin of the Deep Currents. I was her consort and the paladin general of her armies. I loved Umphquin, but the more I traveled to the surface, the more I came to love the wind and the waves and the salt spray of the surface. I never realized that, as the personification of the deep currents, she would consider that an act of betrayal. She hates the surface world.

Since the mutiny I've been trying to be a better person. Now that the curse is broken, and I can stand straight and handsome, I suppose I have to choose the sort of person I want to be. I must admit that I sleep better these days without all the stranglin' and backstabbin'.

So as soon as I decide to turn against Cap'n Otto, I go and die. That's not bad enough, I come back as a zombie as a part of some sort of Voodoo plot. Baron Samedi, the Lord of the Cemetery was trying to turn the Land of the Living into the Land of the Dead. I just picked a bad time to die. I need to get this body raised or resurrected or some such. Or find a new one.

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

Robert is the son of Negral Sangre the necromancer and one of his hand-maidens (it turned out to be Cirque). Sangre gave Cap'n Otto the child to raise so he could be used as a special sacrifice when he was 21 years old. Robert got to kill both Otto and Sangre in a nice, satisfying spree of vengeance. Killed Otto three times actually, once as a man, once as a zombie, and once as a possessed doll.

Robert might complain about the brutal way Otto raised him. But it turned him into a damn fine pirate, it did.

Paolo Ferrare – Human – Sorcerer – Able to assume the form of a parrot at will – Husband to Cirque Ferrare

Paolo is a good example of Cap'n Otto's curses. Paolo was a sorcerer that ended up on the wrong end of a voodoo curse and spent more than 20 years as a parrot. Robert tended him when he was pretendin' to be just a bird and they became pals. Nowadays he can be a man when he wants.

As soon as Paolo was able to maintain his human form consistently, he went and married Cirque. I guess I can understand he's got a lot of time to make up for, but what about variety? I suppose Cirque is the sort of girl who wouldn't mind sharing though. I wonder what Willy thinks of the marriage.

Cirque Ferrare – Human – Voodoo Priestess (Mambo) of Papa Legba – Mother to Cap'n Robert - Wife to Paolo Ferrare

Cap'n Otto hired Cirque a few months ago. I think the Captain wanted an apprentice, but she was too stubborn and independent. She turned out to be Cap'n Robert's mother who only signed up to sacrifice him to get 100 years of youth and beauty. Cold, huh? It turned out she didn't have it in her after all. She saved his life during the mutiny and probably a couple of times afterwards.

She's carries a shrunken head on her belt with a voodoo spirit trapped inside. She calls it Willy and makes sacrifices to it. Weird.

Dag Spector – Dwarf – Priest of Kaebum – Gunpowder Guild

Dag and I got along great back before I became a zombie. He was the only one on board that's uglier than me, being covered in all those burn scars like he is. He loves a good fight and a good drink and he loves to blow things up. It's strange, really. We don't have much in common... 'cept drinkin'. I guess you could call us drinkin' buddies. He gets this great dwarven liquor called Yachbin Sinkep, it tastes of prune, licorice, and a hint of tobacco. But now, liquor doesn't have any effect on me! Another reason to rejoin the living.

Every pirate ship has a priest of Kaebum on board; otherwise the gunpowder is just gray dust. Everyone who carries a pistol is careful not to mess with the priest in case he takes away his god's blessing. Of course, I don't care much about gunpowder, since it doesn't work underwater. I guess I didn't suck up to him like the rest of the crew. He liked that.

Epiphany Song – Human Druid

A pretty young druid that served as the *Night Otter's* scout. She can shape-shift into birds and dolphins and such, which is dead helpful for a scout. She and I have gone on lots of sabotage missions together. She only served on the Night Otter because Cap'n Otto stole some sacred doohickies from her tribe and she was earning 'em back. She's recovered 'em all now and we just dropped them off. I was surprised she stuck with us. I think she likes fightin' in her bear form too much to go back to the "Children of Peace".

Robert Harbinger Jr. – Human – Child

RJ is the result of the one time Cap'n Otto let Robert get anywhere near a woman. He said Robert was getting "backed up". Turns out he meant a back-up sacrifice for Baron Samedi's plot. Since we cleared the Moonpaths he's been an active and happy kid.