



Stats:	Score	Modifier
STR	14	+2
DEX	16	+3
CON	14	+2
INT	17	+3
WIS	11	+2
CHA	16	+3
Hit Points	48	-
Speed	10'	Fly 60'
Initiative	+5	-

	Bonus	Notes
FOR	+5	+3 base, +2 Con
REF	+6	+3 base, +3 Dex
WIL	+8	+6 base, +2 Wis
Melee	+6	+4 base, +2 Str
Ranged	+7	+4 base, +3 Dex
AC	13	10 Flat Footed

Physical Description: Paolo is a vigorous and masculine middle aged man with a full head of thick grey hair and a beard.

Combat Maneuvers: CMB: +6 CMD: 20

Human Abilities – Paolo can switch between human and parrot form at will; when Paolo transforms, he drops anything he is carrying.

Cast spells using somatic	While in human form, Paolo can cast spells with Somatic components without resorting to his Still Spell meta-magic feat (arcane bloodline). This means he can cast spells at their proper level – I.E. Magic Missile would be a first level spell.
Weapons	Paolo is proficient with a Dagger (although he does not have one)

Spells Available (in human form) – it's different because he can use his hands!

Level 0 (DC 13)	Level 1 (DC 14)	Level 2 (DC 15)	Level 3 (DC 16)	Level 4 (DC 16)
Unlimited	7 per day □□□□□□□	7 per day □□□□□□□	6 per day □□□□□□	4 per day □□□□
Mage Hand	Burning Hands	Whispering Wind	Deep Slumber	Shout
Detect Magic	Comp. Language	Web	Dispel Magic	Dimension Door
Detect Poison	Floating Disk	Scorching Ray	Lightning Bolt	Unbearable Brightness
Dancing Light	Magic Missile	Invisibility	Protection from Energy	Ride the Waves
Mending	Unseen Servant	Knock		
Message	Identify			
Open/Close		Silent Version of 1 st LVL	Silent Version of 2 nd LVL	Silent Version of 3 rd LVL
Read Magic				

Personality Sketch

Bold, masculine, larger-than-life sorcerer suffering the after-effects of a horrible voodoo curse. Determined to enjoy life to its fullest and protect the people he cares for.

Goals/Motivations

- Enjoy my newfound freedom. Live life to the hilt.
- Remember my life before the *Night Otter*
- Help Robert become the best man he can be.
- Enjoy my marriage to Cirque.

Paolo Ferrare – 9th level Human Sorcerer – able to assume parrot form at will

Twenty years ago Cap'n Otto Von Falk killed my family and cast a voodoo curse on me that changed me into a parrot. Toying with me I suppose. My ability to "Still Spell" and do without most material components surprised him. He assumed I'd be helpless. But even then he was too powerful. The next day I woke to find that he had kept me alive. I was to serve him as his "secret weapon" and spy. It came down to life or death and I chose life. I always choose life!

Now that the curse is lifted and I have finally mastered the shape shifting, I can change from human to parrot at will. The druid Epiphany was very helpful in that regard. I need to be cautious about being trapped in constrictive clothing when I change. I find that a loose robe is all I need. It's very freeing.

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

Von Falk claimed Robert was the son of a dead friend and that he was raising him as an act of kindness. The friend turned out to be a scoundrel named Negral Sangre, the high priest of the cult of Baron Samedi. Robert was to be the featured sacrifice in a plot to turn the Land of the Living into the Land of the Dead. Before the final battle, Cirque revealed that she was actually his mother.

It was Robert's job to care for me and clean my cage when I was a parrot. The boy needed a sympathetic ear, so even though I was forbidden to talk to anyone, I revealed myself to him and we became close. He's like the son I never had, and now I'm married to his mother. I'm so proud of the man he has become.

Epiphany Song – Human – Druid

Epiphany is a sweet child; a beautiful, young, peace-loving priestess of the Ungwalla Doola, a tribe of pygmies who live in the swamps north of Nawlins. Her blond hair and fair skin obviously mark her as some sort of adoptee, though. Von Falk used her as a very effective scout. She would shape-shift into the form of a sea-eagle or a dolphin to locate prize ships or lead the Night Otter through reefs. I shared my secret with her when she was in bird form.

Epiphany worked for the Cap'n because he stole her tribe's sacred stones – the seven sisters – which we've just returned. I worry that she enjoys fighting in her bear form too much. The killing is warping her personality. For good or ill? I'm not sure.

Dag Spector – Dwarf – Priest of Kaebum – Gunpowder Guild

Dag loves things that go boom. This seems appropriate, since he worships Kaebum (Kay-bem), the dwarven god of fire and explosions. Kaebum is the god who introduced gunpowder to the world. Without his blessing, gunpowder is just gray dust.

Robert is good friends with the dwarf. This worries me. The dwarf is a loose cannon. Robert could get himself hurt.

Cirque – Human – Voodoo Priestess (Mambo) of Papa Legba – Mother of Robert – My new bride!

Cirque is a beautiful, charming, voodoo priestess who joined the crew a few months ago. Granny Gator - a voodoo spirit we consulted - let slip that Cirque had planned to sacrifice her firstborn son for 100 years of youth and beauty. When later she confessed that *Robert* was her son I was outraged at first. Later, I realized she had expected Robert to be Sangre's son and Cap'n Otto's protégé, a bloody handed pirate of whom the world would be well rid and who was destined for sacrifice anyway.

Cirque has an animate shrunken head she keeps on her belt. She calls it 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.

Cirque is a magnificent figure of a woman. Incredibly seductive. I'm incredibly lucky to meet her now that I am a man again. I could not bear a long engagement, so I proposed as soon as I knew I could hold my form as a man long enough for the wedding night.

Fenestra Darkwater – Sea Elf – Rogue/Fighter - Zombie

Fenestra has been with the crew even longer than I have. Of course, he went by Festren back then. I never would have believed that he was the consort of a goddess. Not even an evil one. But, apparently he was the head paladin of Umphquin of the Deep Waters. I'm not quite sure why she cursed him, and twisted him into the ugly little hunchback I've always known, but now that the curse is broken, he stands tall and handsome. A terrible shame that he's still a rotting animated corpse.

I feel a sort of kinship with him now. Both of us lived decades of our lives cursed into something that we were not.

Robert Harbinger, Jr. – Human – Child

RJ is the result of the one time Cap'n Otto let Robert be with a woman. A back-up sacrifice. Since we cleared the Moonpaths he's turned into an active and inquisitive lad.

Paolo Ferrare | Sorcerer (Arcane Bloodline) 9th | CG | 55 year-old Macaw parrot 1'3", 3#

	Stats:	Score	Modifier		Bonus	Notes	
	STR	3	-4	FOR	+4	+3 base, +1 Con	
	DEX	20	+5		REF	+8	+3 base, +5 Dex
	CON	13	+1		WIL	+6	+6 base, +0 Wis
	INT	17	+3		Melee	+2	+4 base, -4 Str, +2 Sz
	WIS	11	+0		Ranged	+11	+4 base, +5 Dx, +2 Sz
	CHA	16	+3		AC	18	12 Flat Footed, 18 Touch
	Hit Points	48	-		Physical Description: Paolo has broken the curse that trapped him in the form of a green and yellow parrot with a single red feather. He can now switch between human and parrot form at will.		
	Speed	10'	Fly 60'				
	Initiative	+5	-				

Proficiencies: In his bird form, Paolo cannot use weapons. In human form he is proficient in the Dagger only

Combat Maneuvers: CMB: +7 CMD:14

Languages: Common, Venezian, Parrot

Weapon	Attack	Damage
Claws (Slashing Damage)	+1	1d2-4 (minimum 1)

Spells Available (in bird form Paolo has no hands so has to use the Still Spell feat to cast any spell with a somatic component. The levels shown on spell list has been adjusted to show this.)

Level 1 (DC 14) – 7 per day	Level 2 (DC 15) – 7 per day	Level 3 (DC 16) – 7 per day	Level 4 (DC 17) – 4 per day
Mage Hand (s)	Burning Hands (s)	Whispering Wind (s)	Deep Slumber (s)
Detect Magic (s)	Comp. Language (s)	Web (s)	Dispel Magic (s)
Detect Poison (s)	Floating Disk (s)	Scorching Ray (s)	Lightning Bolt (s)
Dancing Light (s)	Magic Missile (s)	Invisibility (s)	Shout
Mending (s)	Unseen Servant (s)	Silent Version of 2 nd LVL	Dimension Door
Message (s)	Knock		Protection from Energy(s)
Open/Close (s)	Silent Version of 1 st LVL		Silent Version of 3 rd LVL
Read Magic (s)			(s) – Still version of spell

Feats (when a sorcerer uses a Metamagic feat, the casting time becomes “Full Round”)

Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned. .
Widen Spell - MM	You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot 3 levels higher than the spells actual level
Silent Spell - MM	A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Dodge	You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.
Toughness	You gain +3 hit points. For every HD you possess beyond 3, you gain an additional +1 hit point.
Eschew Materials	You can cast any spell with a material component costing 1 gp or less without that component.
Skill Focus	+3 bonus on Fly checks

Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Concentration	CON	+7	Listen	WIS	+3	Spellcraft	INT	+12
Concentration (Cast defensively)	CON	+11	Knowledge (Arcana)	INT	+8	Spot	WIS	+12

Parrot Abilities	
Fly	60'
Speak Common	Unlike a wildshaped druid, Paolo can speak common fluently
Speak Bird	Paolo can converse with any bird

Arcane Bloodline	
Bloodline Arcana	Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1.
Eschew Material	You can cast any spell that has a material component costing 1 gp or less without needing that component. This does not affect the level of the spell slot used.
Still Spell - MM	A stilled spell can be cast with no somatic components. A stilled spell uses up a spell slot one level higher than the spell's actual level.
Arcane Bond	Once per day, your bonded item (A red feather) allows you to cast any one of your spells known
Metamagic Adept	Twice per day apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time.
New Arcana	Additional Spell known

