

PATHFINDER

ROLEPLAYING GAME™



RAVANA

SHE WHO WALKS WITH FIENDS



RAVANA

1 druid (Animal Shaman) human chaotic neutral druid

level/class		race		alignment		armor class		total		favored class	
ability	score	total	mod	HP	hit points	AC	armor class	MOVE	movement rate	LIGHT	encumbrance
STR	18	+4		HP	11 / 11	AC	14	MOVE	30	LIGHT	100
DEX	10	-		INIT		TOUCH	10	AGE	20	MED	200
CON	14	+2		EXP		FLAT-FOOTED	14	HEIGHT	5' 8"	HEAVY	300
INT	10	-		FORT	+4	+2	+2	CMB	+4	WEIGHT	130
WIS	15	+2		REF	+0	+0	+0	CMD	14	GEAR	
CHA	8	-1		WILL	+4	+2	+2	SP RES	-	TOTAL	

weapons & attacks	attack	damage	crit
gore only	+4	1d6+6	x2
gore - primary	+2	1d6+2	x2
slam - secondary	+2	1d4+2	x2

SKILLS

		total				
acrobatics	dex	3	1	3	0	-1
appraise	int	0			0	
bluff	cha	-1			-1	
climb	str	2		-	4	-2
diplomacy	cha	-1			-1	
disguise	cha	-1			-1	
escape artist	dex	-2			0	-2
fly	dex	0			0	
heal	wis	2		-	2	
intimidate	cha	-1			-1	
knowledge: geogr.	int	0		-	0	
knowledge: nature	int	6	1	3	0	2
perception	wis	6	1	3	2	
sense motive	wis	2			2	
spellcraft	int	4	1	3	0	
stealth	dex	-2			0	-2
survival	wis	8	1	3	2	2
swim	str	2		-	4	-2

LANGUAGES

Common, Druidic

SPELLS	No.	DC
level 0	3	12
level 1	2	13
Level 2		

Animal Shamans

Some druids form a close bond with one type of animal. The listed animal shamans represent just some of the possibilities, exploring the unique bond between a druid and her totem. These shamans all possess similar powers, which are explained fully in the bear shaman description. - APG p102

FEATS & FEATURES

- wild empathy herd animals only, +4 bonus
- spontaneous casting summon nature's ally
- forbidden spells spells with "good" descriptor
- nature sense +2 knowledge nature and survival
- feat: multi-attack -2 to hit w/secondary natural weapons
- feat: scribe scroll
- trait: stolen power +2 cmb vs demons
- trait: furious charge (jenivere crew) +1 acrobatics, class skill

ALAWHI



Ibex (Elk)	
medium	50'
size	move
HP	13
AC	14
INIT	14
FORT	+5
REF	+3
WILL	+6
CMB	+9
CMD	14
STR	14
DEX	17
CON	14
INT	14
WIS	15
CHA	15

gore +2 1d6+1

Low Light Vision, Acrobatics* +7, Climb* +1, Escape Artist +3, Intimidate -2, Perception* +2, Stealth* +3, Survival +6, Swim* +1.

CHARACTER HISTORY

Storasta, 4638 - Careening through the streets of the dying city, Mara felt the hot breath of her pursuer on the nape of her neck as she ran. Leaping the body of the butcher Dolok, she landed hard, her ankle turned as she came down on his outflung hand. Rising to her knees, she saw the clawed hand shoot out from behind her before it's giant fingers engulfed her head.

Dangling the human female from one hand, Rashadan regarded it curiously. While its limbs twitched in a most satisfying manner, it's high pitched cries grated on the demon's ears. A quick shake of one giant muscled arm snapped its neck and stilled the jerking limbs, but failed to stifle its cries. Turning the dead girl to face him, his slitted eyes went wide upon recognizing an infant, strapped to its mother's chest. Drawing his black lips back into a smile, the demon considered his chance-found gift and was pleased.

Ravana was born to kellid tribesmen in the druidic city of Storasta two years before its fall. Captured in the looting of the city, she was kept as a plaything by the demon Rashadan. Lacking imagination, the low level demon kept his torments physical. Unable to truly torment the infant without killing her, Rashadan grew bored with his plaything, throwing it dead and broken onto a rubbish bin a mere four years later.

Finding the six year old's corpse, the demon X'anth'trik determined to use the child in its magical experiments on the nature of demonic immortality. Returning to his demense in the Worldwound, the patient demon took many years arranging materials for his work and so manipulated time within its bounds that his subject should remain fresh.

The powerful demon began by forcing a cult of demoniacs to resurrect the corpse. He fueled the spell with the cultist's life energy, inadvertently reinforcing her human nature and setting his experiment back many years. It would be another decade before he was ready to try again, though only a year would pass for the child in the Abyss.

Unwilling to expend any of his own resources, the cunning demon gave the infused child to a coven of succubi. Ecstatic at the unexpected gift, the women fell upon the child, greedily sucking its lifeforce and passing it around their circle.

Returning a week later, a furious X'anth'trik found the dead child completely drained and the succubi lying in languorous stupor. Ever practical, the demon rounded up the lot, using the infused succubi as fuel to resurrect the seven year old. Pleased with his frugality, the demonic ritualist spent many years in his tower in the abyss, having forgotten the time ratio created to store his charge.

Four more years would pass for the demon and child while the world outside grew less recognizable as decade after decade passed. It was not until the child was once again nearly drained that he realized his error. Both his power and influence had atrophied greatly in the past sixty years. Unable to draw upon his past resources, the crafty demon hatched an unusual plan.

Mortal humans require a constant influx of energy to survive and while somewhat uncertain as to it's nature, he knew that they must therefore have the means to acquire this energy independently. X'anth'trik returned the child to the mortal realm and allowed her to "escape", assuming this method was innate.

Unpredicted by X'anth'trik, residual demonic essence masked Ravana's mortal nature such that only the most powerful and astute could track her. Impatient to get back to his research, X'anth'trik had delegated tracking his charge to low level demons and cultists, a task they abjectly failed.

It would be two years before Ravana's hiding would lead her far enough east that she might be found by crusaders. Unwilling to leave the twelve year old to die on the blasted plain but at a loss to heal her traumatic withdrawal, the Andoran knights returned to Kelabres to give the child to the local kellid tribesmen.

It would be over a year before the tortured child regained her ability to communicate in anything other than grunts and gestures. It would take even longer for her to sift memory from nightmare, something the kellid, with only their oral tradition of history, were unable to assist. Four years would pass before Ravana remembered enough to investigate her past, an act that immediately turned to disaster.

Few mortals, and none interested in helping her, could decipher her memories of the Abyss and the presence of the prophet Hulrun in Kelabres made pursuing that line of questioning foolhardy. With nothing left to go on, Ravana used what few memories she retained to question the local kellid about the city of her birth.

The druid groves of Storasta had lain toppled for nearly seventy years when Ravana first began describing the city. No tribesman could mistake a description of the lost city, its groves and gardens unique in Sarkoris as the home of druids and priests. Reaction was virtually unanimous and reeds hastily gathered to build a Wicker Man.

As word spread, an itinerant druid ministering to the kellid named Kolstok decided to act. Assuming the form of a stray dog, freeing the young woman was almost comically easy. Getting her out of the city however, would be a far more difficult task. In the end, he would lose her to intervention by the Witchfinders,

who decided to end kellid heresy with the sword. The resulting riots bathed the city in blood and flame for nearly four days before the forces of Queen Gallena could arrive to restore order.

With a trail four days old, Kolstrok stood no chance of tracking the young woman, her skills at survival honed by her years in the 'Wound. It would take a full year of dedicated searching by his entire order before she would be found and another six months until she could be convinced to return with him to the Estrovian Forest. Ultimately, all of this effort would end in disappointment, their only reward the faint, vague memories of a two year old.

Ravana stayed with the Hernes in the Estrovian Wood not far from Herne's Oak for almost two years. The oft abused young woman longed for human contact despite herself while the druids envied her bestial nature. Together, they struck an accord despite some deep differences. The Hernes hoped to use her as a weapon against the crusaders while Ravana reserved her resentment for her own people, the kellid.

Her final day amongst the Herne of Estrovian Wood found Ravana standing before the Great Archdruid, seated before a plain barrow, her towering horns brushing the tips of the leaves above her head. Each of her fellow initiates squared off with a different member of the order in ritual combat. Victorious initiates received their Knot - a small length of hemp tied into a noose, while the defeated returned to their camps to await the following year.

Panting heavily, a victorious Ravana leaned over her splintered staff, extending a hand to her defeated teacher Kolstok. Together, they approached the Archdruid, seated at the foot of the Great Oak. All eyes turned their way as the aged figure rose to greet them, its pale horns sweeping back, assuring that none would miss her words.

"Ravana, your deeds this day are recognized. Never again will you return to the camp of the initiates."

Elation filled her as the Archdruid spoke the ritual words. Certain that her face must be flushed and her eyes wide, she turned to her teacher beside her, only then realizing that the woman before her was still speaking.

"Named Tsu-la-hi-sav-ni (tsoo' lah high sahv nee - kellid: she who walks with fiends) by your own people, the spirit of Herne does speak to me, denying your acceptance."

Stunned, Ravana felt the blood drain from her face as she sensed Kolstok back away from her. After two years of training and a ferocity unmatched by her fellow initiates, she had passed. All that remained was to receive her Knot, yet this inhuman beast barred her way.

"Blinded by shame the arrow of your vengeance flies wide of the target and denies you a place amongst us. Return to the city of your shame, walk amongst the tribes, see them with open eyes. Turn your gaze southward to the new invader and then return to us. Perhaps then you might explain how the new invader differs from the old. Assume your bestial nature, slam shut the Door of Man. Only then will the name Tsu-la-hi-sav-ni fall from you. Only then will you be welcome amongst the People."

Ravana stalked through the western gates of Kelabres three weeks later, anger and shame still burning like a brand in her heart. None had spoken with her that fateful day. No food was shared nor shelter given. She had been a fool to trust again, to share her thoughts and desires with others. In one respect, the Archdruid was right, she must slam shut the Door of Man and the first step to do that was to free herself of its influence. Fortunately, Kelabres itself made that easy with a horde of ferocious, inhuman monsters with only a river to separate them. There, more than anywhere else, she could release her inner beast, reveling in their destruction.

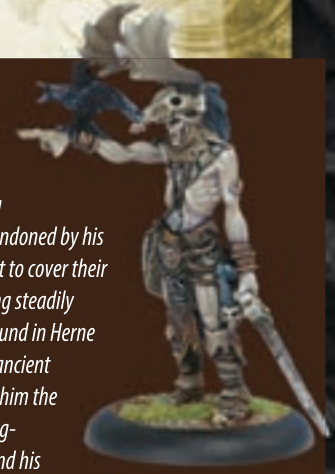
HERNE'S OAK

A great huntsman from Andoran named Herne Vilhaur was mortally injured while hunting a sacred white stag in the druid groves of the Estrovian Forest and was abandoned by his companions, who named him a deserter and a turncoat to cover their own absence. The druids of the forest, their people being steadily dispossessed by the influx of well-armed foreigners, found in Herne the tool of their vengeance. They hanged him from an ancient oak in the northern reaches of the forest and laid upon him the "curse of the winterthorn," transforming him into a stag-horned avenging spirit. Warped by the druids' magic and his own undying hatred for them and for his faithless companions, Herne made his creator's his first victims and soon forgot all but his own name, his burning malice, and the urge to hunt.

In the years that followed, Herne's predations gave native Mendevians and southern interlopers alike a new name for fear in the chill winter night, passing down his awful curse to create a race of stag-crowned dark hunters who live amid winter wolves or great snowy owls. At his passing, these "hernes," who bore his name, buried him at the foot of the very oak where he had his unholy rebirth. This ground is sacred to the hernes, and while their progenitor's barrow is said to be rich in funerary treasures, travelers in the Estrovian Forest venture near Herne's Oak only at grave peril.

The Green Faith includes druids of all neutral alignments. Two organized groups, the Hernes of Mendev and the Shades of the Uskwood in Nidal consist solely of Neutral Evil druids. It is with the former that Ravana found succor when exiled.

Ravana is Chaotic Neutral, not Neutral Evil, yet both her heart and mind are currently in flux. Which face of the Tree of Life bears her leaf, that facing the warm sun of spring or the bitter cold of winter. Ravana sits on the cusp of Good and Evil able to fall into either, or even neither. That decision will be driven by her experiences in this campaign, as she learns more about herself and those around her.





CHARACTER TIMELINE

- 4606 - Death of Aroden, the Worldwound opens
- 4636 - Ravana is born
- 4638 - Fall of Storasta, Ravana enslaved by Rashadan
- 4642 - Rashadan discards Ravana who is then taken by X'anth'trik for experimentation
- 4703 - Ravana "escapes" the Worldwound. Within the 'Wound itself, only four subjective years have passed
- 4705 - Crusaders find twelve year old Ravana, taking her to Kenabres
- 4709 - Local Kellid tribes exile Ravana when her past is discovered
- 4711 - Ravana enters the Estrovian Forest to become a Green Faith Acolyte
- 4713 - Having finished training, Ravana returns to Kenabres to overcome her past on orders of the Archdruid

EXPLAINING MY DECISIONS

Reskinning Bear Totem Transformation -

The APG specifically encourages the use of other totem animals. The Bear is similar in size to the Elk (growing from medium to large) and utilizes the same attack routine (head with two limbs). The picture at right gives an idea of what my character will look like when using her Totem Transformation.

With only cosmetic changes, no rules need balancing. Elks already exist as animal companions and herd animals are included in Summon Nature's Ally, removing the need to reskin other animals.

Campaign Traits - The players guide encourages each character to have a different trait. Portions of my character history were left deliberately vague to allow me to change traits if Stolen Power is taken. Ravana could have received aid in escaping the Worldwound (Chance Encounter), was tortured by a demon (Exposed to Awfulness) and is a divine character (Touched by Divinity). Even Child of the Crusade or Riftwarden Orphan could be worked in. Any of these Mythic Paths would be acceptable for Ravana, a melee druid.



PERSONALITY

Ravana is bitter and resentful toward the kellid tribesmen for exiling her and the Herne druids for not accepting her. Accus-tomed to hiding her true feelings, Ravana is now a closed book, its blank cover hiding her rage within. Distrustful of those around her and seething with a dying to get out, she turns her eyes westward, across the Sellen River, aching to take her anger out on her oldest foe - the demon horde.

INSPIRATION



Aliens (1986)

Rebecca "Newt" Jorden

As the only survivor amongst the colonists of LV-426, she had been living in the air ducts within the compound and was discovered by the marines after they picked her up on the motion tracker. Newt bonded rather quickly with the marines and it was her strength of mind, for somebody so young, that helped to bring Hudson back from the brink of despair.

All but one colonial marine dies within hours of landing on the alien planet, yet a ten year old girl survives 36 hours before being rescued. Impossibly overwhelmed, Newt survives through silence and hiding rather than overcoming the Xenomorphs. Like Newt, Ravana's childhood was dominated by absolute fatalism. Having watched the adults fail utterly to protect either themselves or her, she has no faith in authority.

Ellen Ripley

Responding to growing disasters with characteristic resourcefulness and courage, her strong distrust of her crewmate Ash after he disobeys her order not to let the infected Kane back on the ship is vindicated when it is revealed that the survival of the crew is not his priority. Ripley is the only survivor of the crew's encounter with the Alien.

Having gone through the same experience as Newt in the Alien movie, she has many of the same philosophical stances. Ripley also shares a strong sense of fatalism and lack of trust in authority. Everything is going to go bad and nobody will be able to stop it. Where they differ is in their response to horror - the child Newt mindlessly hides where the mature Ripley uses reason to do whatever it takes to survive.

Why Chaotic Neutral?

In clearly Chaotic worldviews, neither character has faith in authority and Ripley actually expects betrayal from them. Regarding the Good/Evil axis, Ripley is willing to sacrifice anything and anyone for survival. It will not be until the third movie that she is willing to sacrifice herself for the greater good.

BRUTAL AND SAVAGE,
NO POWER IS GREATER,
YET NATURE IS NEVER NICE,
AND RARELY OUR FRIEND.



HERNE'S OAK

A great oak within the Estrovian Wood is all that marks the final resting place of Herne Vilhaur. Dead these many years, the Curse of the Winterthorn still drives events within the Wood.