

Spells known becomes 9 5 5 4 3 2(1)

2nd: Splinter Spell Resistance

3rd: Unflappable Mien

4th: Ball Lightning (3)

4th: Mindscape Door,

5th: Create Mindscape

Bloodline spell: Psychic Crush I

Spells /day becomes 6 6 6 6 4

HP 5

Feat: SF (ench?) Greater Spell Pen, Improved Share Spell, Leadership, Expanded Arcana?

Skills: 4+1u (Sing)

Familiar gets +6na, spell resist, and int 11

Wishlist

Dark Whispers (2nd), Splinter Spell Resistance (2nd), Life Pact (2nd)

Callistria's Guardian Wasps (3rd), Insect Scouts (3rd)

Black Tentacles (4th)

Lesser Piercing Spell Rod

At 11th, I'm going to want Leadership - or maybe that

Bufs

Urban Grace (1st, minutes)

Heightened Awareness (1st, 10s of minutes)

Alter Self (2nd, minutes)

False Life (2nd, hours) [dice=hp]1d10+10[/dice]

Darkvision (3rd, hours)

[spoiler=Caleb]

?? Medium Humanoid (Human)

Human [Sorcerer](#) ([Psychic Bloodline](#), [Tattooed](#))11

[b]Init[/b] +4; **[b]Senses[/b]** low light; Perception +10 (12)

[b]----- Defense -----[/b]

[b]AC[/b] 22, touch 16, flat-footed 18 (+4 dex, +6 armour, +2 deflection)

[b]hp[/b] 59 (11HD + 11 con+2 favoured)

[b]Fort[/b] +6 (+3 base +1 con +2 res), **[b]Ref[/b]** +8 (+3 base +3 dex +2 res), **[b]Will[/b]** +9* (+7 base +2 res) *=+4 vs mind affecting

[b]----- Offense -----[/b]

[b]Speed[/b] 30

[b]Space[/b] 5 ft.; **[b]Reach[/b]** 5 ft.

[b]Special Attacks[/b] Mind Thrust (5d6, DC 19), Mind Thrust Intensified (10d6, DC 19), Mind Thrust III (10d8, DC 21), Mind Thrust III Intensified (12d8, DC 21)

[b]Spell-Like Abilities[/b] (CL 11; concentration +18)

1/day ONLY IN URBAN —*[i]Enhanced Diplomacy[/i], [i]Stabilize[/i], [i]Guidance[/i], [i]Longstrider[/i]*

3/day *[i]Mage Hand[/i]*

[b]Spontaneous Spells[/b] (CL 11-13; concentration +18)

Known

Sorcerer 9/5/5/4/3/2

Bloodline 0/1/1/1/1/1

Favoured 0/1/2/2/2/0

Total 9/7/8/7/6/3

Spent 8/7/7/6/4/3

Unspent 1/0/0/0/0/0

At will—*[i]Message[/i], [i]Prestidigitation[/i], [i]Daze[/i], [i]Detect Magic[/i], [i]Dancing Lights[/i], [i]Disrupt Undead[/i], [i]Mending[/i], [i]Detect Fiendish Presence[/i], [i]Arcane Mark[/i]*

1st: 8(6+2)/day—*[i]Mind Thrust I [ooc]CL 10, 5d6, DC 17[/ooc][i], [i]Urban Grace [i], [i]Coin Shot[/i], [i]Heightened Awareness[/i], [i]Feather Fall[/i], [i]Vanish[/i], [i]Magic Missile[/i]*

2nd: 8(6+2)/day—*[i]Alter Self, [i]Detect Thoughts [ooc]DC 18[/ooc][i], [i]Id Insinuation I [i], [i]False Life[i], [i]Aboleth's Lung[/i], [i]Darkvision[/i], [i]Mark of Blood[/i], [i]Splinter Spell Resistance[/i]*

3rd: 8(6+2)/day—*[i]Battering Blasts[/i], [i]Aqueous Orb[/i], [i]Ego Whip I[/i], [i]Mind Thrust III[/i], [i]Blink[/i], [i]Insect Scouts[/i], [i]Unflappable*

Mien[/i]

4th: 7(6+1)/day—[i]Dimension Door[/i], [i]Intellect Fortress I[/i], [i]Death Knell Aura[/i], [i]Greater Invisibility[/i], [i]Mindscape Door[/i], [i]Ball Lightning[/i]

5th: 5(4+1)/day—[i]Feeblemind[/i], [i]Psychic Crush I[/i], [i>Create Mindscape[/i]

[b]----- Statistics -----[/b]

[b]Str[/b] 8, **[b]Dex[/b] 14(18), **[b]Con[/b] 12, **[b]Int[/b] 14, **[b]Wis[/b] 10, **[b]Cha[/b] 20(24)**********

[b]Base Atk[/b] +5; **[b]CMB[/b] +4; **[b]CMD[/b] +8****

[b]Feats[/b] Spell Focus (Divination), Spell Specialisation (Mind Blast III), Varisian Tattoo (Transmutation), Intensified Spell Metamagic, Wasp Familiar, Tenebrous Spell, Spell Penetration, Greater Spell Penetration

[b]Skills[/b] Skill Points = total 44+11u= (11*(2+2)+11*(1u)+ 2 favored))

Stealth 16 (21) = **8** ranks +1 trait +3 class + 4 dex (+5 shirt)

Perception 10(12) = **10** ranks + 0 wis (+2 alertness)

Perform (Sing) 19 = 5 rank[u] + 4 ranks + 3 class + 7 cha

Spellcraft 9 = 5 rank +1 int + 3 class

Acrobatics 11 (16) = **7** ranks +4 dex (+5 boots)

Sense Motive 4 (6) = 1 rank + 0 wis + 3 class (+2 Alertness)

Knowledge: Local 3 = 1 rank + 2 int

Linguistics 3 = 1 rank[u] +2 int

Survival 1 = 1 ranks + 0 wis

Bluff 13 = 3 ranks + 3 class + 7 cha

Diplomacy 11 = 1 rank + 3 class + 7 cha

Disguise 11 = 1 rank + 3 class + 7 cha

Profession (Smuggler) 6 = 3 rank[u] + 3 class + 0 wis

Lore: Callistria 4 = 2 rank[u] +2 int

Fly 7 = 1 rank +3 dex +3 class

Intimidate 8 = 1rank +7 cha

[b]Traits[/b] Historian of the Rebellion, Adopted (Wild Shadow)

[b]Languages[/b] Halfling, Chellish, Infernal, Elven

[b]SQ[/b]

[b]----- Special Abilities -----[/b]

[b]Bloodline Tattoos (Ex)[/b] whenever gets a new bloodline spell, get a tattoo of it. This is covered by Mage's tattoo.

[b]Familiar (Ex)[/b] Gain a wasp larvae (centipede) familiar. Can transform into/out of a tattoo as a move action for the familiar.

[b]Mental Resistance (Ex)[/b] +2 untyped on saves against mind-affecting effects.

[b]Att increases[/b] +cha x 2

[b]Create Spell Tattoo (Su) 2/day[/b]At 7th level, a tattooed sorcerer can create a spell tattoo once per day with a single touch as a standard action. The recipient of the spell tattoo must be willing to receive the spell tattoo. If she gives the spell tattoo to herself, it does not count against the regular limit of magic tattoos she can have. The spell tattoo must be of a spell that she knows that has no material or focus component. She can maintain one spell tattoo created by this ability at a time—if she uses this ability again, the previous spell tattoo she created fades away. Spell tattoos she creates with Inscribe Magic Tattoo do not count against this limit. She can use this ability twice per day at 11th level, and three times per day at 15th level.

[b]Enhanced Magical Tattoo (Su) (Blink)[/b]At 9th level, the tattooed sorcerer can pick any one spell she knows for which she has a Mage's Tattoo feat. This spell must be one that lacks focus components and costly material components. She can now use that spell as a spell-like ability once per day. This spell-like ability is not enhanced by her Mage's Tattoo, but it functions at +2 caster levels above her sorcerer caster level. Whenever she gains a bloodline power at a later date, she may change this spell-like ability to another qualifying spell.

[b]Gear Held[/b]

See FB's doc

Smokestick

Disguise Kit

Holy Text

1800 Hat of Disguise (ves)

2500 Boots of Elvenkind

8000 Ring of protection +2

16000 Belt of dex +4

4000 Ring of Counterspells (Feeblemind)

8850 Shadow Mithril Shirt +2

16000 Headband of cha +4

4000 Cloak of resistance +2

[/spoiler]

[spoiler=Familiar]

[ooc]Fabian: Seems weird this is Lawful and Evil. I think it should lose "Devil", and probably the LE should change to CN or CE. At a minimum the Lawful below should read Chaos.[/ooc]

[ooc]When using Alter Self to look like a medium humanoid, gain +6 str, -2 dex, lose the size bonuses to AC, to hit, stealth and fly.[/ooc]
LE Outsider (Lawful, Evil, Devil, Outsider)

[b]Init[/b] +3; **[b]Senses[/b]** Senses darkvision 60 ft., detect good, detect magic, see in darkness; Perception +8

[b]----- Defense -----[/b]

[b]AC[/b] 21, touch 16, flat-footed 17 (+3 Dex, +1 dodge, +5 natural, +2 size)

[b]hp[/b] 24 fast healing 2

[b]Fort[/b] +3 (+3 base), **[b]Ref[/b]** +6 (+3 base +3 dex), **[b]Will[/b]** +7 (+6 base +1 wis)

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

[b]----- Offense -----[/b]

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +9 (1d4 plus poison)

Space 2-1/2 ft., Reach 0 ft.

Spell-Like Abilities (CL 6th)

Constant—detect good, detect magic

3/day Unnatural Lust

1/day—augury, suggestion (DC 15)

1/week—commune (6 questions, CL 12th)

[b]Speed[/b] 20 ft., fly 50 ft. (perfect)

[b]Space[/b] 2 1/2 ft.; **[b]Reach[/b]** 0 ft.

[b]Melee[/b] +9 (1d4 plus poison)

[b]Spell-Like Abilities[/b] (CL 6th; concentration +??)

Constant—[i]detect good[/i], [i]detect magic[/i]

3/day—[i>unnatural lust (DC 14) [i]

1/day—[i>augury[/i], [i>suggestion[/i] (DC 15)

1/week—[i>commune[/i] (6 questions, CL 12th)

[b]----- Statistics -----[/b]

[b]Str[/b] 10, **[b]Dex[/b]** 17, **[b]Con[/b]** 10, **[b]Int[/b]** 13, **[b]Wis[/b]** 12, **[b]Cha[/b]** 14

[b]Base Atk[/b] +4; **[b]CMB[/b]** +1; **[b]CMD[/b]** +7

[b]Feats[/b] Dodge, Weapon Finesse

[b]Skills[/b]

NOT UPDATED

[ooc][smaller]SRD: The following are class skills for outsiders: [Bluff](#), [Craft](#), [Knowledge](#) (planes), [Perception](#), [Sense Motive](#), and [Stealth](#). Reverse engineering Imp reveals Acrobatics, Knowledge: Arcana, Knowledge: planes, Spellcraft and Fly (which I believe all flying creatures get)[/ooc][smaller]

Skills Acrobatics +13 = +3 dex +3 class +7 ranks

Bluff +8 = +2 cha +3 class +3 ranks

Fly +21 = +3 dex +3 class +3 Ranks + 4 size +8 maneuverability

Knowledge: Arcana +7 = +1 int +3 class +3 ranks

Knowledge: Planes +7 = +1 int +3 class +3 ranks

Knowledge: Local +2 = 1 rank + 1 int

Perception +10 = +1 wis +3 class +7 ranks)

Spellcraft +7 = +1 int +3 class +3 ranks)

Stealth +18 = 8 ranks + 3 dex +3 class +4 size

Sense Motive +5 = 1 rank + 1 wis + 3 class

Linguistics 2 = 1 rank[u] +1 int

Survival 2 = 1 ranks + 1 wis

Diplomacy 3 = 1 rank + 2 cha

Disguise 3 = 1 rank + 2 cha

Perform (Sing) 3 = 1 rank[u] + 2 cha

Profession (Smuggler) 4 = 3 rank[u] + 1 wis

Lore: Callistria 3 = 2 rank[u] +1 int

[b]Languages[/b] Chellish, Infernal, Elven (I believe gets the last thanks to Linguistics)

[b]SQ[/b] Change shape (boar, giant spider, rat, or raven, beast shape I)

[b]----- Special Abilities -----[/b]

Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Alertness ([Ex](#)): While a familiar is within arm's reach, the master gains the [Alertness](#) feat.

Improved Evasion ([Ex](#)): When subjected to an attack that normally allows a [Reflex saving throw](#) for half damage, a familiar takes no damage if it makes a successful [saving throw](#) and half damage even if the [saving throw](#) fails.

Share Spells: The wizard may cast a spell with a target of “You” on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

[/spoiler]

Background

I was an experiment in Cheliah. I've got vague memories of a skirt, and kindness, and a song. Then I was in a cage. There were a lot of us in cages. The faces kept changing - now, with what I know, I think that it was people being killed and replaced. I remember there was a woman in my section who used to try to comfort me when I cried. I remember wanting to be able to hold her.

One day I was taken, chained down naked in a cold iron pentagram while cloaked people chanted - and then was the pain. My memories of that time are mercifully vague. I do remember looking up at the ceiling and wondering why there was so much blood on it.

I survived - obviously - but that just meant a new, larger, more secure cage. There were black plates with silver sigils all over it. I couldn't go near the sigils - there was something inside me that was repelled by them. I must have been there a long time. I remember the cloaked people coming by to look at me. I remember there five, then three, then two.

I was fed and cleaned by halfling slaves. They were scared of me - I didn't know why - but I remember that was why I didn't get angry at them. I used to get angry a lot. When the cloaked people stopped coming they ran away. I remember they were arguing in the corridor outside my room about escaping. I begged them not to leave me, and one of them - Anja - let me out. When she ran, I ran with her.

We ran down out of the mountains, and into the Ravounel forest. Everyone else there was a halfling slave. No-one was sure what I was, but I looked like a human kid. We were hungry a lot, and always worried that the Thrune who owned us would come after us. I remember I was so happy to be cared for. So scared they'd leave me. I wouldn't go to sleep unless I was holding Anja, so she couldn't slip away.

Throne. That's how we used to talk about them. I didn't understand it was a family. I always imagined some sort of singular giant shadowy monster. I kept hearing the stories about what Throne had done. Other children might have feared Lamashtu, or the Nightmare Hag. My Nightmares were of Throne.

Karn wanted to go looking for something he'd heard of called the Bellflowers, but the others were too scared, and he loved Anja. We hid in the forest a lot. I was terrible at gathering, but I tried. I was worried if I wasn't good enough they'd leave me. One day I saw a boar in the underbrush. I was scared, and I *pushed* at it. It died. Everyone was a bit scared, but they were happy to have the food.

A few days later Throne came, riding huge horses. We all hid. When they left we came out, and a lot of us were missing. Dug, Ahsa, Kem, Tos, Roaj, Koty, little Ahsa. Anja went looking for them, to see what they were doing. She came back and said they were searching the forest. She said they had the skull of the boar I killed.

A lot of the others wanted to leave me, but Anja wouldn't. In the end Karn said he'd go with Anja and me to Kintargo. He'd look for the Bellflower, and maybe Anja could find someone to help me. It was a long trip, and I wasn't allowed to sleep with Anja and Karn. I remember I hated that.

I must have been six when we got there. We slipped in, and hid in the old ruined buildings. It felt... like home. Every day Karn would leave the symbol he'd been told about as a kid. Then we'd sneak around stealing and scavenging food, then head back, maybe listen to some music at night. We did that for a year and a half. The second winter I got sick, and eventually Anja started working as a prostitute. Karn was furious, but we had food, shelter, clothes, even medicine. I didn't really understand what was happening. I kept sneaking around and stealing things - I thought maybe if I could steal enough Anja could quit, and Karn would be happy and forgive me, and everything would be good. I started 'slipping' more and more. A distraction here. A headache there. Every time I panicked that Throne would come, but they didn't. I never told anyone. Kintargo started to get into me. I started changing. I got fast enough to outrun a dog. I could feel where to step, what to do, who people were. I could feel something in me had grown, grown roots, while I was sick.

A few months later the Callistrans found out what Anja was doing. They had a chat with her. They didn't say she couldn't, but they had standards. She, desperate, mentioned me. A few days later I was taken to see the elven priestess Thaeldriel.

I still remember the look of fear in her eyes when the priestess divined what I was. "A Cage for a Monster - a Cage made out of a Soul." she said, and you could hear the capitals. "It's breaking free" she warned. When Anja explained what had been done to me the elf got angry "Throne is trying to make an abomination into a weapon." She told them to kill me.

Anja refused to kill me. Thaeldriel just did something and she froze. She came up to me with a knife and she looked me in the eyes and asked me - and I remember this clearly.

"Any last requests?"

"What's a request?"

"Is there any last thing you want to do with your life."

I looked her in the eye

"I want to kill Throne."

"What?" - I remember the surprise in her eyes. I remember the surprise in my own voice as I said what I'd dreamed of. Of the things that had been done to me. To my friends. To my family. Of how much I'd wanted someone to pay. I felt that urge that I had lived with so long, just under the fear.

"I want to kill them, for what they did."

I understand now that I put her in a difficult position. She knew what I was, but to kill me was to kill my revenge. A revenge now confessed to her in her professional capacity as the single thing I wanted to do with my goal. I didn't get the words right, but there is a sacred elven oath with much the same wording.

Thaeldriel's solution was simple - she passed the buck. She sent a message by bonded courier to her mentor in Kyonin. While she waited for a response I was her "guest" - as was Karn and Anja. Anja kept working. Karn did chores, and drank the other times. I was kept warded and taught to sing. About a year later - no-one accused elves of unnecessary speed - Thaeldriel was sent a Darkwood barrel and a note.

It had been decided to pass the buck again - this time to Callistria. The Barrel contained a blessed, sacred wasp in hibernation. I was to swear my oath again - properly - in front of it. If Callistria smiled on me I would survive its sting and should be left free. If I didn't survive, she had judged me poorly. If the wasp avoided me and I was not strung, well that was a judgement too - and I was to be destroyed.

Callistria hates to be forced into anything.

I swore my oath, and a wasp the size of a cat looked into my eyes, stung me and injected me again and again with her ovipositor. The pain was like nothing I have ever felt before. Even Thaelldriel told me later it was one of the most terrible looking things she had seen.

Egg after egg hatched. Larvae after larvae crawled their way through to my skin, crawled into contorted patterns and... stopped.

I looked like nothing so much as a man with tattoos of sigils. Sigils I recognised, from the endless time spent in my second cage. Callistria realised the Soul Cage wouldn't hold, and so she strengthened it.

I can still call them out - though never more than one at a time. I can feel them inside me, strengthening my hold on whatever it is that tries to get out. The larvae in my skin move when they get too close to other flesh. I realise that, one day, the thing growing inside me will simply tear my soul asunder. But by that day I hope to have fulfilled my oath.

Karn found his network, only to discover they needed his help more than the other way around. I was useful to them on occasion - though they never really accepted me. I might have been raised by halfling slaves, but I wasn't one. Karn found his purpose, and moved on from Anja. Karn was skinned by a devil. Now I wear its skin.

Anja started a House. I helped a little. One day she earned enough to retire. She was stabbed to death by a client who couldn't accept she was leaving him. I have a false name, and a true face. I will find him.

Thaelldriel taught me to sing, to distribute contraceptives, and to protect the prostitutes of Kintargo. She was killed in the purge when this new Thrune came to town. When he banned contraceptive [Night Tea](#) outright, my smuggling became all the more important and dangerous.

I have a clientele now. I'm not a prostitute myself - no-one wants to see me naked - but I wear the yellow coat. They tell me what they want, and I tell them who to talk to. Sometimes it's the name of someone else looking for lust, sometimes it's the name of a poisoner.

Personality

Caleb is bound to Kintargo - he never leaves. The city walls are his cage now, and he's happy with that. He's found a place in this city and he loves it. No matter how bad things get, this is where he'll stay.

He used to be terrified of being alone - but he knows he'll never be alone now. Still, once he makes friends he sticks - stalks almost - through thick and thin.

He worships Calistria, and his primary focus is Revenge. His Revenge is more precious to him than love. He wants to bring down Thrune. All of them. Some of them. Any of them.

He alternates between frantic, crazed motion or statute-like stasis.

Appearance

Caleb has the gaunt look of a man who has been sick for a long time, and recently gotten well. He's tattooed - but they're sometimes in different places. He's young, but he looks older than he is. He's handsome, but if you look too long you see something *move* underneath the skin. His vocal range is astounding, from a high soprano down into a deep, deep bass - he'd be a start, except there's a catch in the tenor range, as if one voice was handing off to another. Sometimes when he talks quietly you can hear whispering. If you touch him for longer than a second you'll feel something twisting beneath the skin.

