

Aqil Vondimar

Campaign Trait - Driven by Guilt

Aqil woke up hanging from a wall by a set of manacles. At least his feet were on the ground, but his shoulders were aching nonetheless. And so was his face. He could taste blood in his mouth, and it seemed that his face was slammed into the wall several times. Looking around, Aqil saw a set of rooms walled off by bars. Some of the rooms had people in them, most of them sleeping on a single mattress. The only source of light was a set of small barred windows at the ends of the hallway. On the other end of the hallway, was a set of stairs with a single man sitting on a chair, and a table with a short blade on it.

Aqil was in a prison cell, he was almost sure of it. He shouted at the guard, and the man reluctantly stood up to walk over. Aqil asked why was he locked up, but the guard either did not know or chose not to tell. The only thing he told Aqil is that he will not be here for long.

Not long after, Aqil was picked up by three town guards and taken, in shackles, through the streets into a menacingly looking building, where he was locked up in a padded cell. And so he waited...

Pre-amnesia:

Aqil had spent most of his pre-teens on the streets. Never really knowing his family, he grew up as a 'community child' amongst beggars and thieves. But nothing in life is free. Scoring sympathy points while begging in the fish market was simple enough at first. But Aqil grew, and had to earn his share in the guts of Thrushmoor. Pickpocketing was the next stepping stone. It turned out that Aqil was not a very talented thief, and was caught red handed by a dwarf named Varrol Vondimar, a local merchant. Varrol did not turn the teen in with the authorities. Instead, he had decided to break the cycle and offered Aqil a job and a bed on his fish farm. Varren got some cheap labour, and Aqil gets a bed to sleep in, food, a small wage, and a skillset for the future. A mutually prosperous deal.

It turned out Aqil was not the first or last to take up such an offer, and Varrol turned out to be running somewhat of an orphanage in his fish farm. As a matter of fact, many youngsters eventually decided to accept the name Vondimar and formed something that might be considered a family.

Aqil had acquired useful skills over the years, and had been assigned his own section of the farm to manage. He was a natural in the water, and life was good. For a while. The shadows of his unfortunate past caught up to him, when one of the thieves from the Thrushmoor underbelly recognised him, and trailed him to the Vondimar estate. Aqil was approached, and asked for a handout. They did, after all, take care of him as a child. Aqil agreed, although reluctantly. But the beggars kept coming back, asking for more and more. Once Aqil ran out of money, they threatened to hurt his new family. With a threat like that out there, Aqil snapped. A fight broke

out, and Aqil fought to defend his brothers and sisters. In the heat of battle, Aqil threw one of the men onto the stone floor and cracked his skull.

The two other thieves ran, but Aqil was soon visited by the town guard with an order to arrest him. In his cell, he was visited by a broad-shouldered man, claiming to be from the Thieves Guild. When Aqil looked for a guard to help him, there was no one to be found. And without another warning, the man started punching.

1. What did you do before you became amnesiac? Who or what landed the blow to your head?

Formerly an abandoned child, he was being trained for the thieves guild, or their equivalent in the area. A bruiser from the same organisation beat Aqil up when locked up for manslaughter. See story above.

2. If you were in Ustalav's armies, did you see any action? How did Ustalav's wars affect you?

Wasn't in the military.

3. Were you a researcher (good for Alchemists)? Were you working on a breakthrough with your alchemy?

None of those.

4. Did you have a rival in your earlier life? If you were married, was it a rocky marriage? Are you in a homosexual relationship that was going south?

Towards the start of the campaign, Aqil made his relationship with the local thieves guild a very shaky one.

5. Were you comfortable and had the blessings of wealth?

Aqil did live a decent life in his teens thanks to the help of a dwarven fish merchant who offered him a job. I mean he was fed, and content. Not exactly wealthy, however.

6. What is your religion? Did you worship one of Golarion's many gods? Or was like Wiccanism? Was your worship casual? Are you an atheist and did not believe in any god or religious movement? Are you more spiritual?

If Aqil would worship a deity, it would likely be Erastil. His tenets and domains seem to be the closest to Aqil's values. Possibly Abadar, since a dwarven merchant took him in. But he does not openly worship any gods as of the beginning of the campaign.

7. What are your dreams or aspirations?

A short term goal is to protect the Vondimar estate from the criminals that threatened it. Long term, possibly establish his own business similar to Varrol's, and help kids that had a similar start to life that he did. So basically acquire enough capital and influence to open a similar enterprise.

8. A question for players: What are you looking for in this AP? Hack and Slash Combat? Intrigue? Roleplaying?

I very much enjoy character interactions. It is what makes each game unique. Combat wise, kineticist tends to be a one trick pony throughout the low levels, although can get versatile later on. But for this particular AP, I am very much looking forward to the horror and mystery aspects.