

Focus Adventure Path: Kingmaker (with strong Homebrew flavor.)

I want to do a two post a day game.

I am looking for heroes possibly lamplighters!

Each player will start off as 2nd level, you must have a hated foe and good reason for it. A princess has been going through her mostly peaceful kingdom for heroes. The outskirts of her father's kingdom she will likely find you. Omens have been foretold that when she comes to the throne darkness shall befall the kingdom, her father is sick and her mother and older sister died several years ago, her two older brothers have disappeared only last month and she fears the worst.

You should keep talking concepts with each other. If you put an NPC into your background you should either place it in the NPC codex or resources for me to use later. The more you give me the more likely you are to see that NPC again. I want your help to develop this campaign.

It is my birthday weekend, this weekend, so the deadline for submissions will be Monday at noon, Pacific time. I am looking for a party of no more than 8, but if we have 10, I could have two groups running at the same time. We will see.

Get the crunches up if you can with your background by the deadline. \$ = 2,000. This will be heavy magic.

If you want examples of formats for characters look at my Aliases. 'Baris' 'Saren' are great examples.

Nature skills are strongly suggested, if not ranks in ride and survival too. If you want an exotic mount this is the game to have one, rear it or buy it with your given money. If you want a mount ask the group to help you find prices for them. Also get barding!

Roll 5d6 seven times. Each roll subtract the lowest two rolls.

[dice]5d6[/dice] = 5, 4, 3, 4, 2, = 5+4+4 = 13

Disregard the lowest of the seven rolls.

Ex. 12, 14, 15, 8, 10, 18, 13 => 12, 14, 15, 10, 18, 13

Now you may take up to 3 points away from one ability score and give it to another... taking 3 from the 13 and giving 3 to the 15

Old Scores/Conversion: 12, 14, 15=>18, 10, 18, 13=>10

New Scores: 12, 14, 18, 10, 18, 10

In the 'race and class' slots in your alias, put in spoilers to show vital information and skills.

2 standard traits, 1 campaign trait, and 1 drawback.

[spoiler=Possible campaign traits]

Campaign Traits assume a lot more about your character's backstory, but they are meant to help serve as inspiration for a player working to create a detailed and interesting history for her character.

Bastard (limited to human characters):

One of your parents was a member of one of the great families of Brevoia, perhaps even of the line of Rogarvia itself. Yet you have no substantive proof of your nobility, and you've learned that claiming nobility without evidence makes you as good as a liar. While you might own a piece of jewelry, a scrap of once-rich fabric, or an aged confession of love, none of this directly supports your claim. Thus, you've lived your life in the shadow of nobility, knowing that you deserve the comforts and esteem of the elite, even though the contempt of fate brings you nothing but their scorn. Whether a recent attempt to prove your heritage has brought down the wrath of a noble family's henchmen or you merely seek to prove the worth of the blood in your veins, you've joined an expedition into the Stolen Lands, hoping to make a name all your own. You take a -1 penalty on all Charisma-based skill checks made when dealing with members of Brevic nobility but gain a +1 trait bonus on Will saves as a result of your stubbornness and individuality. (The penalty aspect of this trait is removed if you ever manage to establish yourself as a true noble.)

Issian:

You were raised northern Brevoia, a land of misty shores and harsh hill lands, of snowy vistas and violet-hued mountains. You are descended from an able and intelligent people, and you have grand ambitions, a mind alert for opportunity, and the tenacity to fight for your goals no matter the challenge. You care for little more than achieving your aspirations and opportunities to win wealthy and grandeur, for which few costs prove too great. You see yourself as a citizen of Brevoia through and through. The call for champions willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, so you have joined an expedition to quest south. Your agile mind grants you a +1 trait bonus on all Will saves made to resist mind-affecting effects.

Rostlander: You were raised in the south of Brevoia, a land of dense forests and rolling plains, of crystalline rivers and endless sapphire skies. You come from hearty stock and were raised with simple sensibilities of hard work winning well-deserved gains, the importance of charity and compassion, and the value of personal and familial honor. Yours is the country of the Aldori swordlords and the heroes who refused to bend before the armies of a violent conqueror. You care little for matters of politics and nobles or of deception and schemes. As you are thoroughly Brevic, the call for champions willing to expand your land's influence into the Stolen Lands has inflamed your sense of patriotism

and honor, and so you have joined an expedition to quest southward. Your hardy nature grants you a +1 trait bonus on all Fortitude saves.

Sword Scion:

You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home city's heroic and legendary swordlords. Perhaps one of your family members was an Aldori swordlord, you have a contact among their members, or you have dreamed since childhood of joining. Regardless, you idolize the heroes, styles, and philosophies of the Aldori and have sought to mimic their vaunted art. Before you can petition to join their ranks, however, you

feel that you must test your mettle. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin a legend comparable to that of Baron Aldori. You begin play with a longsword or Aldori dueling sword and gain a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

Though not as wordy, perhaps some of you can help me with the description, I want to do some traits with divine focus.

Troubled Healer:

Though you have always tried to do your best to take care of others it always turns the worst for you when you try to help.

Gain another use of your divine healing, +1 on healing checks for your effort you continue to learn what you can to heal others. Heal is never classified as a class skill.

Celestial Blessings:

You know the will of a celestial, by one form or another a celestial can and does contact you at least weekly. It tries to guide you the best it can but sometimes social mores can get in the way of the right thing to do. -1 to bluff but +1 on diplomacy checks. Diplomacy is always a class skill for you.

Scourge of Evil:

You have always had a mission in your mind of defeating evil and staying to the tenements of good the best you can. You know you may have to pay for atonement, but as long as evil is expunged the celestials will sort it out. You have gained the ability to smite evil and later to detect evil. If you already have this ability gain it once more per day. You can never turn off your detect evil, and will never ask questions before smiting an evil entity. -5 to diplomacy checks or other social checks done with evil aligned individuals for your party, as they hold you back and want to smite it. Though you will follow your group's actions by holding you back, never harming them physically. :)

Blade of Mercy (Sarenrae):

You know that within the heart of even the most hateful and cruel living creature exists a sliver of shame and hope for redemption. You have trained long on martial techniques to use bladed weapons not to kill, but to subdue. When striking to inflict nonlethal damage with any slashing

weapon, you do not take the normal –4 penalty on your attack roll, and gain a +1 trait bonus to any nonlethal damage you inflict with a slashing weapon.

Cleansing the Twisted (Sarenrae):

You have studied well the many religious texts that chronicle Sarenrae's neverending struggle against Rovagug and his monstrous offspring. Your fighting style works particularly well when you utilize slashing weapons against aberrations. You gain a +1 trait bonus to slashing weapon damage against all aberrations.

Wisdom in the Flesh (Irori): Your meditation on the nature of strength and speed allows you to focus your thoughts to achieve things your body might not be able to do on its own. Select any Strength, Constitution, or Dexterity-based skill. You make checks with that skill using your Wisdom modifier instead of its normal ability score. That skill is always a class skill for you.

Missionary:

You've spent much of the last several years serving your faith, and the conviction and dedication to your church has impressed many. Perhaps you've donated much of your personal wealth or time to serving the church, or you're the child of a powerful or well-loved member of the church, an orphan raised by the church, or a foundling with a strange birthmark that bears more than a passing resemblance to your faith's holy symbol. The faith has long supported you, and you are eager to repay the church in some way. Your faith is keenly interested in being represented in the creation and placement of a temple. This campaign trait is particularly suited to worshipers of Sarenrae or Eristal. The region is known to have old sites and an old monastery dedicated to the Dawnflower, and reconsecrating that monastery is of great interest to Sarenrae's church. You've joined this band in hopes of helping to establish a new temple in the soon-to-be revitalized area. You've been selected for your dedication to the church and your strong social graces—pick one of the following skills: Bluff, Diplomacy, Intimidate, Knowledge (religion), Perform (any), or Sense Motive. You gain a +1 trait bonus on checks using that skill, and it is always considered a class skill for you.

Chance Encounter:

You always tended to get in over your head as a child, but your biggest youthful misadventure was the time you “accidentally” found yourself behind enemy lines in the Worldwound. You probably never would have made it back home to Kenabres if not for the help of a mysterious woman who helped you trick your way through a group of cultists. The woman never told you her name, but you remember her beauty and a deep sense of sadness she seemed to carry with her. Her skill with the bow was impressive as well, but the thing you remember most about her was the symbol of Desna she wore—she often held onto it without seeming to realize it, as if the connection to the goddess was something she clung to in a sense of need, as someone might clutch at a rope while dangling over a vast pit. She left your side a few moments before you were picked up by a patrol of crusaders, who finished the job of escorting you back to safety, and you've never seen her again. Ever since, you've just been lucky when it comes to trickery. Once per day, if you fail an Acrobatics, Bluff, Disguise, Sleight of Hand, or Stealth

check, you may immediately reroll that check as a free action. You must take the second result, even if it is worse.

Associated Mythic Path: Trickster.

Multiple Characters: You and other characters were all saved by the same mysterious woman in your childhood. This could have been the same event, or she could have saved you on separate occasions—the discovery that someone else was saved by the mysterious stranger has resulted in a long friendship (or perhaps friendly rivalry) with the others she rescued.

Child of the Crusade:

Your parents were members of the crusade, as were their parents before them. (If you are an elf, gnome, or other long-lived race, these could be brothers or cousins instead, since it's possible that the Worldwound simply didn't exist at a time before you were born.) The righteousness of the crusades sometimes feels as if it runs in your very blood, and it bolsters you against demonic influence. Your parents may be alive still, or they may have perished on a mission—that choice is up to you. You grew up knowing them, though, and their zeal and devotion to the crusade is the primary reason you feel the same way. They've told you of other family members who have also been involved in the crusade, and it's not uncommon for you to meet a distant cousin or long-lost aunt, uncle, or other family member while traveling among the border towns of Mendev. This strong family tie bolsters your mind and sense of belonging to the crusade. Once per day when you fail a saving throw against an effect created by a demon that would possess or incapacitate you mentally, you may immediately reroll that saving throw as a free action. You must take the second result, even if it is worse.

Associated Mythic Path: Marshal.

Multiple Characters: If other characters take this trait, you should all be related—you can be siblings, cousins, or even more distant relations, but you should all be aware of this shared lineage.

Exposed to Awfulness:

When you were a child, you were nearly slain by a demon that managed to make its way through the wardstones into the lands beyond. The demon was slain before it could kill you, but you lingered at death's door in a coma for weeks before waking. Ever since then, you've been unusually hale and hearty, as if your body had endured its brush with awfulness by becoming supernaturally fit. But still, the scars (whether physical or purely mental) of your brush with death remain, and nightmares of what could have happened often plague your sleep. Something, be it your own personal force of will, some strange "infection" from the assault, or perhaps a combination of both, has made you stronger than before. You're not sure what to make of the theories that you survived this exposure to awfulness because you yourself have some trace of demonic heritage that helped give you the advantage you needed to survive— but whatever it was, you're glad for it! Your strange resistance to demonic attacks persists to this day. Once per day when you fail a saving throw against an effect created by a demon that would kill or physically

incapacitate you, you can immediately reroll that saving throw as a free action. You must take the second result, even if it is worse.

Associated Mythic Path: Guardian.

Multiple Characters: You and any others with this trait are related, if only distantly. You could be siblings or cousins—a condition that perhaps lends some credence to the theory that all of you share more than just a common bloodline.

Riftwarden Orphan:

You bear a strange birthmark on your body—something you've learned is the Sign of the Seeker's Spiral, a rune associated with the secret society known as the Riftwardens. You have researched this rune, and have learned that the mark sometimes appears on the children of Riftwardens who have been exposed to particularly strange planar energies. Unfortunately, you never knew your parents, for you were

raised by a foster family in Kenabres. Your foster family has confirmed that both of your parents were Riftwardens, and has further confirmed that your parents went missing on a secret mission into the Worldwound less than a month after you were born. You're not sure what happened to

them, but you're certain they're dead—and your gut tells you that the one who murdered them yet lives! In any event, you've long felt magic in your blood, and casting spells comes easily to you. You gain a +2 trait bonus on all concentration checks.

Associated Mythic Path: Archmage.

Multiple Characters: You should be siblings with any other character that takes this trait, so that you share the same missing parents. Your parents could even be foster parents. Stolen Fury:

You were forced to take part in a demonic ritual as a youth after having been captured by cultists. Whatever the ritual's purpose may have been, it didn't work out the way your captors envisioned—rather than corrupting your soul,

you absorbed the ritual's energy and made it your own before you escaped to safety. Ever since, you've been haunted by strange nightmares about the ritual, and have long felt that the energies it bathed you in have

changed you. Recently, those energies have changed—it's as if you've finally managed to come to terms with your past and have turned the ritual's aftereffects to your advantage, following the old adage of what doesn't kill you makes you stronger. You've been unable to learn more about the ritual or what it was for, but the question lingers in the back of your head to this day. This nagging has instilled in you a fury against demonkind. Today, when you face demons in combat, those energies

bolster your fury, granting you a +2 trait bonus on all combat maneuver checks against demons.

Associated Mythic Path: Champion.

Multiple Characters: You and any other PC who takes this trait were all part of the same ritual, and it was only by working together that you managed to escape—further, the support of your fellow ritual survivors has played a key role in your coming to terms with it, and you retain a close bond of friendship (or perhaps a friendly rivalry) to this day.

Touched by Divinity:

As long as you can remember, you've had an unexplainable interest in one deity in particular. One of your parents may have been a priest of this deity, or you may have been an orphan raised by the church, but these alone cannot explain your deep connection to the faith. You've always felt calm and at ease in places holy to the deity, and often have dreams about the god or goddess visiting you—most often in the form of a sacred animal or creature. Your faith is strong, even if you don't happen to be a divine spellcaster—if you are a divine spellcaster, you should be a worshiper of this deity. You begin play with a silver holy symbol of your chosen deity for free. In addition, choose one domain associated with your chosen deity. You gain the use of that domain's 1st-level domain spell as a spell-like ability usable once per day (CL equals your character level).

Associated Mythic Path: Hierophant.

Multiple Characters: If other characters choose this trait, you should all work together to decide what deity you're associated with—it should be the same deity shared by all of you. You might even share the same dreams.

[/spoiler]