The Story of *Danlis Valee*

Even though Danlis was born with elven blood, he was raised by his father. His father, Jackson Valee, was a Pirate Captain. He was a great pirate. Jackson, better known Captain Scar, was also blood thirsty and is responsible for many deaths out at sea. Danlis though, was never into that side of his father's actions and preferred to use his elven charm to get things. Danlis became known within the law (as well as other pirates) to be able to say/do things in the right way so he couldn't get in trouble. This isn't to say that all law enforcement knew him growing up, or that all Pirates know him. But you can have your characters choose to at least know his name if you wanted. Danlis really took up the pirate name at 16 when his father had been killed by someone looking for revenge. After Danlis got his bloody revenge, Danlis took up the seas with the name Devil Eye, since he has two different coloured eyes (one green and one blue). He was quite well known as a smuggler, not much of the killing type of pirate. When he was 20 he found a hook in a chest, though this hook was enchanted and blessed Danlis with madness. He saw the edge of the multiverse, and decided to travel it. He doesn't need the hook, but he carries it around anyway. Danlis made his ship to travel the multiverse, but now it has crash landed into the fantasy verse. Will he rebuild it and travel again? Or will Danlis decide to stay.

Appearance

His clothes are more sailor-like than pirate, for when Danlis did kill he preferred the monsters of the sea to men. (This isn't to say he wouldn't go after pirates, he was a madman but still had a heart.)

Character Info

Race: Half elf (Father human, mother elf if that matters.)

Age: Twenty Seven

Alignment: Chaotic Neutral

Deity: None at the moment.

Class: Ranger

Personality Trait 1: I don't pay attention to the risks, never tell me the odds.

Personality Trait 2: I'll jump on any opportunity that benefits me. You never know when it might come up again!

Personality Trait 3: I don't know who my father was beyond his race, and I don't care to find out.

Ideals 1: Life is not just a matter of having good cards, but of playing a poor hand well.

Ideals 2: The opportunity to express oneself without limitation is always a worthy goal.

Bond: The ship is most important – crewmates and captains come and go.

Flaw1: You are extremely overconfident in the potential outcome of your plans, especially when the odds are stacked against you.

Flaw2: You are very impulsive and often act before thinking through the consequences.

Equipment

- Enchanted Harpoon
    - When you say the magic word (Drakonan) the harpoon will transform into a bow, and vise versa.
- Enchanted silver bastard sword
    - His father called it the anti elven blade. Enchanted with Spellpiercer (can cut through magical wards/shields) but also seems to hurt elves more than any other race.
- Enchanted silver dagger
    - Enchanted with returning, also seems to cause humans greater pain.
- Hand hook
    - Normally people have hooks when they lose their hand. Danlis uses his like an accessory.
- Arrows
    - Usually twenty, but can be more or less depending on if he wants special arrows.

- Compactable hand crossbow
    - Usually hidden from view, used for short range only. Twenty Bolts
- Clothes
- 15 days of Rations
- Bedroll

Other information

- His Ship name was The Sudden Jewel. It was his father's ship named after the name that his father called Danlis's mother, Jewel.
- This is meant to be a fun account. While I will do SLs and serious stuff, the main point is to sit back and just be a mad man with a hook. He may bring up multiverse stuff, may not.
- He has a pet named lucas. A strange hybrid of a wolf and tiger.