

Persephone Khos

Female Elf Witch (Scorned Heart / Herb Witch) 1

STATS

Age	~124
Align.	LN
Deity	
Initiative	+5 (+2 Dex +2 Racial +1 Trait)
Lang.	Common, Elvish, Sylvan, 2 Others
Senses	Perception +6 (Low-Light)
Size / Type	Medium Humanoid (Elf)
Speed	30 Ft (Land)

ATTRIBUTES

STR	14
DEX	15
CON	12
INT	16
WIS	10
CHA	12

OFFENSE

BAB +0

Claws (Only Usable while Vengeancing)

Attack	1d20 + 3	0 BAB + 2 Str + 1 Vengeance
Damage	1d4 + 3	+2 Str + 1 Vengeance
Crit	20 x2	

Light Crossbow

Attack	1d20 + 2	0 BAB + 2 Dex
Damage	1d8	
Crit	19-20 x2	
Notes	-4 Attack when firing into melee	

DEFENSE

HD	8	(1d6 + 1 Con + 1 Favoured)
AC	14	(10 + 2 Dex + 2 Armour)
Flat	12	(10 + 2 Armour)
Touch	12	(10 + 2 Dex)

Notes

+2 Natural Armour to AC / Flat-AC while Vengeancing

CMB	+2	0 BAB + 2 Str
CMD	14	10 Base + 0 BAB + 2 Str + 2 Dex

SAVES

Fort	+1	+0 Base + 1 Con
Refl	+2	+0 Base + 2 Dex
Will	+2	+2 Base +0 Wis

Notes

+2 Saving Throws against necromancy, spells/spell-like abilities with the curse descriptor, and temporary negative levels

+2 Saving Throws against Disease.

SKILLS

5 Per Level (2 Base + 3 Int)

Diplomacy	+5	+1 Rank +3 Class +1 Cha
Heal	+4	+1 Rank +3 Class +0 Wis
Intimidate	+6	+1 Rank +3 Class +1 Cha +1 Trait
Kn History	+7	+1 Background +3 Class +3 Int
Kn Nature	+8	+1 Rank +3 Class +3 Int +1 Racial
Perception	+6	+1 Rank +3 Class +0 Wis +2 Racial
Profession (Herbalist)	+4	+1 Background +3 Class +0 Wis +½ Witch Level
Survival	+4	+3 Familiar +0 Wis +1 Racial

Notes

+1 Kn Nature and Survival while in forests

TRAITS

- Blight-Burned (Campaign) - You were raised deep in the Fangwood Forest, but in your childhood the Darkblight overtook your community, and blighted fey attacked your friends and family. You bear a terrible scar from the ordeal. You gain a +2 trait bonus on Fortitude saving throws against disease, and your scar throbs painfully in the presence of unnatural creatures. This sixth sense alerts you to the presence of aberrations, oozes, and all creatures with the blighted fey and fungal creature templates within 30 feet (though it doesn't indicate their exact location). You can always act during the surprise round against such creatures, and you aren't considered flat-footed against such creatures in the first round of combat.

- Bloody-Minded (Combat) - You are always ready for Bloodshed. You gain +1 Initiative and +1 Intimidate.

FEATS

Run (Racial Bonus Feat) - When running you can move 5x your normal speed instead of 4x, and retain your Dexterity bonus to Armour Class while running. If you make a jump after a running start, you gain a +4 bonus to your Acrobatics check.

Extra Evolution (Level 1 Feat) - You increase your Evolution Pool during Vengeance Incarnate by 1 point.

SPECIAL ABILITIES

Proficiencies - Simple weapons, no armour or shields. Armour interferes with your gestures, which can cause spells to fail.

Hampered Casting - You cannot cast spells until 5th level, and cast spells as a witch of your level - 4.

Vengeance Incarnate (6 Rounds / Day) - A number of times per day equal to 3 + your Intelligence modifier, you can transform into a savage avatar of retribution. This duration increases by 2 rounds for each level after first. Transforming takes a standard action to start and can be ended as a free action. While transformed you gain a +1 morale bonus on attack and damage rolls and +2 to natural armour. You also have an evolution pool and can take evolutions for which you qualify for as a bipedal form eidolon of your level. You gain these evolution benefits when transformed. The ability increase evolution can only apply to physical attributes.

Evolution Pool (2)

- Claws (1) - You gain two claw attacks that deal 1d4 damage.
- Climb (1) - You gain a climb speed of 30 feet.

Herb Lore (6 / Day) - A number of times per day equal to 3 + your Intelligence modifier, you can use a remedy to render a treatment. As a standard action you can administer the remedy against yourself or a creature within reach, by making a Profession (Herbalist) check against one disease or poison currently affecting the consumer. If the check is successful, the effect immediately ends. The disease or poison must allow saving throws for the remedy to work. You can also use a remedy to attempt to end the blinded, deafened, fatigued, nauseated, or sickened conditions. The DC for this is equal to the spell or effect that caused the condition, or a DC 25 check if the condition was caused by an effect that doesn't allow a saving throw. Only a single condition can be cured with each application of a remedy. If you put a remedy down, it becomes ineffective. You also gain a bonus equal to ½ your level on Profession (Herbalist) checks and can use Profession (Herbalist) in place of any Craft (Alchemy) check.

Patron - Your power comes from a vague and mysterious force that you may not entirely understand. Because your build is a Scorned Heart and your spell list is super limited, your specific patron's spells don't matter for a long time. You'll never get the highest spell from your Patron, and you won't get any of them at all until Level 6th. You will probably take Plants or Thorns. The spells don't really matter to you for a while, so see if the GM will let you post-pone this decision and have it come up more organically through RP about what the patron is like.

Familiar - You have a familiar who teaches you magic and helps guide you along your path. Your familiar also grants you a skill bonus. You must commune with your familiar each day to prepare your spells and evolutions. Your familiar is your spellbook, and if it dies, you cannot cast spells. That's not a problem for you for a while, though.

EQUIPMENT

Leather Armour
Crossbow

Mundane gear TBD

FAMILIAR

Dark-haired Goat named Black Phillip.

RACIALS

Keen Senses - You gain +2 Perception

Blightborn - Your people hail from cursed lands. You gain +2 to saving throws against necromancy and spell-like abilities and spells with the curse descriptor, as well as on saving throws to remove temporary negative levels.

Low-Light Vision - You can see twice as far as humans in conditions of dim light.

Woodcraft - Your people know the deep secrets of the wild like no others. You gain a +1 bonus to Knowledge (Nature) and Survival checks. In forests, these bonuses improve to +2.

Fey-Thoughts - You've been forced to adapt to living with other races. Perception and Diplomacy are class skills for you.

BUILD NOTES

Considering level 2 or 3 being a single-level dip into Ranger. Not only does this shore up basically every aspect of my character (+2 Fort/Ref saves, +1d10 HD, +1 BAB, 6+Skills, getting more proficiencies), but it also feels thematic for sort of "getting back to her roots". From there on, it would be straight Witch.

Alternatively, instead of Ranger, I might take a level of Alchemist or Barbarian if Mutagen / Rage can stack together with Vengeance Incarnate for a bit more of a melee boost.

BACKSTORY

EARLY LIFE

It was in Persephone's 67th year that the Darkblight began to spread through the Fangwood Forest. While old by human standards, she was still quite young for an Elf, not even considered an adult by her tribe yet, and it was only in overhearing others talk that she had any indication that something was wrong. The elders fretted, discussed, and sent out numerous scouting parties, trying to determine the source of the Darkblight, and what could be done to combat it.

The attack came before any of them were fully prepared. Being a smaller clan of Elves, they stood little chance against the blighted fey that came to destroy them. Persephone can still remember the screaming, the Elven bodies torn apart, the feeling of a claw scraping her face, and watching her father push her to safety and sacrifice himself.

SURVIVAL

With a gash down her cheek, Persephone managed to escape into the woods. While fleeing, though, some screams forced her to look back, and she fell, breaking her leg in the process. Knowing that she stood no chance of outrunning the Blightfey in her state, she covered herself with brush and waited for them to move on. While stuck there, she prayed to any deity she could think of. Sarenrae, Erastil, even Gozreh, but none answered. Days went by. Knowing her leg was becoming infected, she began trying to crawl, though she was unsure of where to even go. Each inch brought more agony, and it wasn't long before she began

casting her prayers to the world at large, first by thought, and later, feverish and anxious to die rather than continue struggling, aloud to the trees before her.

Shortly after, a goat with jet black fur came upon her. The animal lay down beside her, his face only inches from hers, and began wriggling. When she realised that he was trying to get himself underneath her, she strained her muscles in an effort to help, wincing against the pain. Once he had gotten himself fully beneath her, the goat seemed to grow as he stood back up, such that Persephone felt quite comfortable, despite the goat having seemed small on approaching. With her on his back, her head near his horns, the goat casually walked the town of Phaedar.

Arriving in the middle of the night, she let herself drop from the goat's back as they approached the town square, dehydrated and quite sick. The goat bleated loudly until someone awoke, and Persephone was taken in and cared for by a human woman named Illena. Though Illena was younger than Persephone, she was herself in her late 50's, approaching old age. She nursed Persephone back to health, enough for the girl to tell her story.

In doing so, she shrugged off that the goat had grown and carried her the entire way, thinking she must have imagined it in her state. After all, it was only a goat. More than likely she had lured it over with berries, and braced herself against it walking with its assistance. But she told what she knew of the blightfey, and what she had seen them do.

While Persephone's wounds healed, the scar on her face would remain, a constant reminder of the horror that she had seen.

NEW LIFE

After months of living with Illena while her leg healed, the woman invited Persephone to stay. She could use the help with gathering herbs, and Persephone was anxious to repay her debt, despite the old woman insisting it wasn't necessary. Persephone named the goat Black Phillip, and the three of them lived their lives. Persephone became something of an assistant to Illena, learning the trade of herbalism.

The only disagreements between them ever involved Fangwood. They would sit some mornings on the porch, sipping tea while Black Phillip stared off into nothing. Persephone would find herself doing the same, gazing at the forest in the distance, and glaring at it as if her stare could burn it down. Illena believed that Persephone should return, to find her people, while Persephone would flatly reply that Illena and Black Phillip were her people now.

Illena passed on at the age of 96, leaving Persephone's heart heavy. It was the first time since the Blightfey attack that she had experienced any personal loss, and while the circumstances were drastically different, it still left her feeling hollow and lost. The wound inside of her had never truly healed, and this additional death exasperated her feelings. Persephone blame the Blight for what happened to her, and her people, and even Illena, ludicrous as it sounds.

Now, in her early 120's, Persephone has spent half her life outside of the forest she once called home. More than that, the years she did spend there have been perverted. Without knowing how to expunge the feelings of being helpess, afraid, and ashamed that she couldn't help others - the forest and blight within it have become an adversary for Persephone, a source of pure loathing, as though it were a single malevolent entity.

In her loneliness, she's taken to speaking with her pet goat, Black Phillip. Sometimes it seems like he understands her, but that's probably just her mind playing tricks on her. After all, he's just a goat.

APPEARANCE / PERSONALITY

Persephone is a younger elf, barely beyond what would consider an adult. As an elf she looks young and attractive, with light skin and blonde hair. The only blemish is a scar on her cheek that she doesn't talk about. Her personality also reflects her younger age - despite having lived for a century, she's been somewhat sheltered in that time, and through trauma in her youth, has a sort of arrested development about her. She isn't very good with processing her feelings, especially negative ones. She's caring and protective of others, but can also be quite fiery at times. Also she talks to her goat. Some people probably think she's "crazy".

AMBITIONS

What Persephone thinks she wants is to be strong enough to actually strike back against the Blight, to be powerful enough to protect those she cares about if something like that should happen again. She thinks preventing it again will atone for being powerless before. It won't, though, because she wasn't at fault, and that's what she really needs and wants. She needs to find another Elf who was there, or who saw similar at another tribe, who can tell her that it wasn't her fault, who can forgive her for not being able to do the impossible, and mostly, who can put it into perspective.

CHARACTER DEVELOPMENT

Something that I really want to see with Persephone's development is this balance of having power but also knowing how to use it. She is a character whose unresolved trauma has the potential for her to be unhinged. As she strives for more power with the intent to be able to face these things, she'll become even more unhinged. Right now she's limited in her capabilities, but she won't be forever.

There's a sort of descent into madness / things one isn't meant to know kind of play at work that I think makes sense with the Witch. Around the time she hits 5th / 6th, she'll gain the ability to use spells and Black Phillip will begin to speak with her, which will hasten her transformation in many ways.

I'm not sure what the breaking point / resolution would be that allows her to see what is really happening to her and strive for actual redemption, but it's a long way off. In the meantime, she'll be dangerous. (But it should go without saying that she won't harm another PC or be unloyal to the group, it's going to be primarily internal turmoil and roleplaying around her rage issues, which will be directed against those *outside* of the party, since she wants to keep them safe.)

OTHER QUESTIONS

What timezone are you in and when do you typically post?

I'm in Boston so EST (GMT -5) and I'm typically on in the mornings but I work from home so I have a lot of flexibility. In all honesty, I don't typically post every day because I like to take some time to digest what I'm going to say before I do so.

POST SAMPLING

I'm doing four because I want to and couldn't narrow it down more than this.

1. Kyra Arkona was made for a Rise of the Runelords game which ended up involving some changes to the AP. She was a Lawful Evil Monk, one of the daughters of the Arkona family, who sought to make a name for herself by seizing control of some surrounding towns, including Sandpoint. (Her arc would later involve realising that friendship and love is more important and eventually drifting closer to Lawful Neutral). Anyway, [this post](#) is from a speech that she gave shortly before becoming Mayor of Sandpoint.
2. [This](#) was my first post as Mallory Lewis. Mal was a bounty hunter / gunslinger in a Steampunk Old West game. She was something of a femme fatale, dangerous and unpredictable, but was also being forced to come to terms with getting older. Even though she was only in her 30s, there weren't many in her line of work who lived that long.
3. One of my favourite characters ever is the goblin Mogwai. He's also the only one on this list to have come back from a dead game. While he was originally created for a Drow War game, he's now back to his tricks in a homebrew-tweaked Kingmaker game. Mogwai's always felt like a fascinating character because he embodies the idea of trying to be better than you are and having to face the limitations. He's a goblin who believes that goblins are more than slobbering monsters, but when push comes to shove, that's still a part of who he is. In [this post](#), he's working to broker peace between a fledgling Hobgoblin tribe and a nearby Human settlement.
4. Finally, Northwest was an incredibly short-lived two-PC game set in the modern day Pacific Northwest of the US, intending to play out like a TV show and draw inspiration from sources like Twin Peaks. My character, Kyle, was an EMT who was traveling back home to be with her father for his last weeks of life (only to find that he died before she arrived). [The post](#) I chose is from just after Kyle learns of her father's death, travels to see his body, and receives a letter he left for her. Writing Kyle was shockingly cathartic experience, and I still love so many of my posts with her.