

Hero name: Epopeus; Player name: Scott David Gray; Pathfinder Society number: 14034-56  
Class: Brawler; Favored Class: Bloodrager, Second Favored Class: Shaman; Archetypes: -, 150

Starting cash

Race: Half-Elf Alignment: Chaotic Good; Deity: Elven Pantheon; Faction: Dark Archive; Alternate Racial traits: Ancestral Arms (Elven Curved Blade); Elf Heritages: Spire Born; +2 Ability Score: Wisdom; Languages: Tien

Ability Scores: 14 Str; 7 Dex; 14 Con; 12 Int; 18 Wis; 12 Cha

Skills: Diplomacy +1, Knowledge Nature +1, Knowledge Religion +1, Perception +1, Spellcraft +1

Feats: Toughness; Traits: Magical Knack (Shaman), Spirit Sense

Weapon: Dagger (2), Elven Curve Blade (80)

Gear: Traveler's Outfit (free), Soap (0.01), Twine 50' (0.01), Whetstone (0.02), 2 Flasks (0.06), Mess Kit (0.2), Inkpen (0.1), Signal Whistle (0.8), Belt Pouch (1), Waterskin (1), Spare Traveler's Outfit (1), Flint and Steel (1), Backpack (2), 12 Pieces of Paper (4.8), Spell Component Pouch (5), Black ink (8), Mordant Spire Mask (8), Holy Symbol Silver Yuelral (10), Silk Rope (10)

Gender: Male; Age 117; Height: 78", Weight: 97; Hair: Silver, Eyes: Amber, Skin: Pale  
Background:

Born on the 25th day of Desnus in 4619 in Sovyrian. When he was 13, his parents (father Lucanus, and mother Nona) got him passage via the Sovyrian stone to Earth.

During the transit was when his pet owl Nyctimene died, but Epopeus has managed to remember the beloved pet via a Gray Elf ritual to incorporate a personality into one's own mind.

Epopeus has worked since then with the Gray Elves of the Mordant Spire, guarding the Azlanti sites and relics.

Over those years, he had a wife, Marciana, who died in childbirth. Epopeus's son Marius was born in 2680, and left home to join the Pathfinder society years ago.

Growing bored of guard duty, Epopeus went to follow his son, and has been looking for Marius in the society.

Level 2: Shaman (Figment, Sage) 1 (+5' Slumber Hex Range); Skills: Climb +1, Diplomacy +2, Knowledge Nature 1, Knowledge Religion 1, Perception +2, Spellcraft +2, Swim +1; Spirit: Life; Familiar: Name: Nyctimene; 0 Starting cash; Race: Owl Race Traits: Figment, Sage; Chaotic Good; Elven Pantheon; Knowledge Planes +1, Perception +1, Stealth +1, Tricks: Bombard, Come, Deliver, Seek, Sneak, Watch; Spells 0: Create Water, Detect; In Play: Familiar Within Arms Reach

Level 3: Shaman 2 (Cleric Spell Known 1: Divine Favor); Skills: Climb 1, Diplomacy +3, Handle Animal +1, Knowledge Nature 1, Knowledge Religion 1, Perception +3, Sense Motive +1, Spellcraft +3, Swim 1; Feat: Extra Channel; Nyctimene Skills: Knowledge Planes +2, Perception +2, Stealth 1

Level 4: Wisdom +1; Shaman 3 (+5' Slumber Hex Range); Skills: Climb 1, Diplomacy +4, Handle Animal 1, Knowledge Nature +2, Knowledge Religion +2, Perception +4, Sense Motive 1, Spellcraft +4, Swim 1; Nyctimene Skills: Knowledge Planes +3, Perception 2, Stealth +2 Evolutions: Skilled Knowledge Planes

Level 5: Shaman 4 (+5' Slumber Hex range); Wandering Spirit; Flight Hex; Skills: Climb 1, Diplomacy +5, Handle Animal 1, Knowledge Nature +3, Knowledge Religion +3, Perception +5, Sense Motive 1, Spellcraft +5, Swim 1; Feat: Extra Hex (Tongues); Nyctimene Skills: Fly +1, Knowledge Planes +4, Perception +3, Stealth 1

Level 6: Bloodrager (Urban Bloodrager) 1 (+1 Rage Round / day); Bloodline (Celestial); Skills: Climb 1, Diplomacy +6, Handle Animal 1, Knowledge Nature +4, Knowledge Religion +4, Perception +6, Sense Motive 1, Spellcraft +6, Swim 1

Level 7: Shaman 5 (Cleric Spell known 2: Share Language); Skills: Climb 1, Diplomacy +7, Handle Animal 1, Knowledge Nature +5, Knowledge Religion +5, Perception +7, Sense Motive 1, Spellcraft +7, Swim 1; Feat: Power Attack; Nyctimene Skills: Fly 1, Knowledge Planes +5, Perception ++5,

## Stealth 1

Level 8: Wisdom +1; Shaman 6 (+5' Slumber Hex range); Wandering Hex; Skills: Climb 1, Diplomacy +8, Handle Animal 1, Knowledge Nature 5, Knowledge Religion 5, Linguistics ++2 (Taldane, Varisian), Perception +8, Sense Motive 1, Spellcraft +8, Swim 1; Nyctimene Skills: Fly 1, Knowledge Arcana +1, Knowledge Nobles +1, Knowledge Planes 5, Perception 5, Stealth 1