

## Who :

- **Name** : Flashing thunder over the Valleys (**Flash** for short)
- **Age** : 27
- **Sex** : Male
- **General Appearance** :
  - I have a cheetah-like pattern, from my mother's side.
  - I have Green eyes like his father
  - I'm quite tall around 2m (6,5 ft)
  - I would say fairly lean 80 kg (176 lb)

## Character traits :

- **Truthful** : I do whatever I can to never tell lies, he does not like them
- **Optimist** : I have a tendency to always find a positive spin on things
- **Altruist** : I care little for coinage and wealth, and am more than willing to give my own to those in need
- **Disrespectful** : I have a problem respecting authority figures, I mean why should they get to decide so much.
- **Spendthrift** : Live your life so that you can be happy in the moment, life is fleeting and can end whenever
- **Immature** : I have been told that I'm not a proper adult. I personally feel that it is them who have lost the joy of being a child.

I will change my interest quite often, almost daily in some instances. And through it I have learned a lot of random skills and tidbits. Almost none of it is useful.

Tough under longer stretches of journey's I will quite often be found playing around with a puzzle-box-esque thing, or carving some wood.



Me during my younger years | My regarding how I look about now

## Backstory : Summary

Hailing from the [Lush jungles](#) I always had a curious spirit.

I carry a Necklace of ivory in the shape of a [hummingbird](#), given to me by my good friend [Velvet](#). The necklace serves as a reminder of my promise to him to set out and see the world for the both of us, so that I later can return and retell my adventures to [Velvet](#) until he grows bored of them.

I have been on my journey for 10 years now. I have been to the far north, though I spend most of my time in the mediterranean area of the world.

During my journeys I found an old set of instructions hidden away in the form of a [puzzle-box](#) informing me in the ways of the [Drakewarden monk](#).

Through some happenstance I ended up joining a pirate crew for some time, 1-2 years. The [Crimson Skulls](#) lead by [Alfred 'Rum Lover' Redcap](#), and after a freak [Giant Shark attack](#) I was able to gain their approval and trust.

I have since left the crew feeling that I have seen what that life has to offer, and now continue on my journeys to see more of the world.

## Backstory : Longer Version

I as many of my brethren have been gifted by the Catlord the gift of curiosity.

Having heard the many tales of the elders who have seen the world I could feel how the broad horizon was taunting me during my adolescence.

One of my greatest friends is the chief's oldest son (Velvet Quill). We would often speak about traveling the world together. Sadly as the chief's son Velvet also carried the responsibilities that come with that position, meaning his life was largely set from the day of his birth.

We made some half-hearted attempts to run-away on our own but rarely got far.

As we grew older we realized the importance of the responsibilities assigned to him, and as such I gave the promise that I would travel the world for both of us, only returning upon my later years and re-tell my stories to Velvet until he grew bored of them.

To remember him I carry a tribal necklace, made from ivory in the shape of Nula's\* symbol (A hummingbird).

During my years of travels I have visited lands covered in what the locals called snow, a white, porous, cold matter that becomes water after applying heat to it. I sadly never was able to see an Ice Bear (Wonder how they look like being made of ice and all), nor the King of the Forest a Moose (Would have been pretty cool meeting actual royalty, and the stories he might have told me).

My primary form of transportation has been catching a lift on some boat and traveling to a random port where I then stay until I grow bored and repeat this process.

On a specific journey I learned of an old temple high in the mountains, allegedly abandoned for generations. I just had to go, and ooooh boy that was harrowing. The many times I nearly fell to my doom, trying to climb it, holding on for dear life whilst trying to rest/sleep. Without the 9 lives from the Cat Lord I would likely never have reached the top.

When I finally arrived at the top, I found old temples made from wood, clay and straw, much of it dilapidated. But among the rubble I did find a puzzle-box-esque thing. I originally took it for a toy, but have later realized that in certain configurations it gives instruction for a martial art known as Drakewarden. \*

There was also one time when I lacked the funds for traveling so I chose a random ship and decided to become a stowaway.

To my amazement I learned it was a Pirate vessel, belonging to the Crimson Skull\* crew, the Captain (Alfred 'Rum Lover' Redcap) was not happy with me when they finally managed to capture me, they took my stuff and prepared to make me walk the plank. That was one a lesser swarm of GIANT Shark (CR 5 monster) attacked, one of them jumped the ship and was able to knock Alfred and some crew down into the water. Seeing this and releasing that Alfred had Velvet's necklace with him when he fell in, caused me to dive down after. Would likely have died as well if it wasn't for the crew screaming that I should strike under its nose

just before the Jaw line to stun, and this combined with my THUNDER PAWS, allowed me to reclaim my stuff, survive and rescue Alfred as well.

After that little endeavor, Alfred's tune changed quite drastically and we were able to become close friends. I journeyed with the Crimson skulls for about 1-2 years.

IT . . . WAS . . . LEGENDARY.

We fought sea-beasts, other pirate crews, and some navy people. During this time I was never allowed to learn the location of their own treasure stash, but I did learn the location of the Base of Operation for many of their rival Pirate Crew.

I then left the crew and continued on with my journeys , I carry a scarf of their jolly roger around my neck, at most times.

## ***References :***

### **Nula :**

Nula is the Maztican goddess of animals.

Hunters and fishermen pray to Nula before setting out.

No sacrifices are offered to her, save a small offering of seed or bone placed on the ground at certain intervals, and she has a few priests.

Alignment : Chaotic Neutral

Sphere's of influence : Animals, Combat, Guardian, Protection



### **The puzzle-box :**

If I would ever end up losing access to the puzzle-box I will be unable to further myself in the class, and forced to multi-class or find another way to gain instructions to the more advanced portions of the class.

### **Crimson Skulls :**

A pirate crew focusing more on plundering than on slave handling, though they have taken part of it as well.

They count around 40 members.

With **Alfred** as their **Captain** and **Elgin 'Two Toes' Stone** as the **Quartermaster**.

It was Elgin that gave me the tips of taking on the sharks, the advice comes from experience he would say and then gesture towards his feet.

Their jolly roger is a crimson skull with gold doubloon in its eye sockets.

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# **Family**

As a Tabaxi the size of my family is quite large, and my specific one is a bit larger than most.  
(1d4 litter and 2+1d3 children per litter)

My family consists of my mother, father and my 14 siblings.

The head of the family is my mother:

- \* Name : Winding Valleys (or Windi for short)
- \* Age : 63 years of age
- \* Thing of note : Was previously on a journey of her own during which she ended up in a scuffle with the Drow Pirate Jarlaxe Baenre, and ended up losing her dominant arm. She searched for him for many years but felt she had to give up at one point to return home and start a family.

My father :

- Name : Jade Valleys (Known as Jade, previous name was Jade Shoe)
- Age : 61
- Thing of note : Was involved in an inheritance scuffle, regarding the tribe chief, during which he aided the rightful heir to reclaim his throne and in turn earned himself a personal friendship with the chief's family.

## *Siblings*

(M = Male, F = Female)

### **Litter : 1**

- Name : Five Valleys [M]
- Age : 33
- Thing of note : Last I heard he had picked up an orphan kid, and is currently aiding the kid in finding revenge on his fathers killers.
  
- Name : Smoking Valleys [M]
- Age : 33
- Thing of note : Last I heard he was able to get close with a noble lady in some remote port and things were looking up for him, unlikely htat he will return home I think.
  
- Name : Skirt Valleys [M]
- Age : 33
- Thing of note : Got a job as a teacher at a school of some kind, I think his subject had something to do with magic
  
- Name : Quiet Valleys [M]
- Age : 33
- Thing of note : After an event during his childhood in which he nearly died he learned that he had the knack for Shamanism, as he was able to call on the aid of our ancestors, he remained in our villages, he was never really the adventure type.

## Litter : 2

- Name : Curious Valleys [F]
  - Age : (Would have been 31 years old)
  - Thing of note : Sadly died soon after being born, she supposedly quickly developed a serious rash and difficulty breathing when she began to grow fur. She died before anyone was able to come up with a cure. (Was born allergic to fur)
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- Name : Ribbon of the Valleys [F]
  - Age : 31
  - Thing of note : Saw her about 5 years ago last, during which she had ended up under the employ of a merchant. She seemed to be happy with her situation. (Currently employed as a high-ranking maid)
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- Name : Tale of Valleys [M]
  - Age : 31
  - Thing of note : Lacked the spirit for adventure and stayed home, he really liked sewing, so last I saw him he was working as an apprentice under the village leatherworker.



Litter : 3

- Name : Riddling Valleys (Riddle) [M]
  - Age : 29
  - Thing of note : Went out and became a member of a seafaring vessel
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- Name : Lost Valleys [M]
  - Age : 29
  - Thing of note : Sadly paralyzed from the waist down whilst at the same time having a heart for adventure. So he is unable to leave the village, he later did discover that he had a knack for walking the dream walking, currently apprenticing with Quiet as a Shaman.
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- Name : Ancient Valleys [M]
  - Age : 29
  - Thing of note : Decided that he wanted to return to the ways of our ancestors so joined one of the cults of Zaltec, he wanders our homelands more beast than man.

## Litter : 4

Myself and my five siblings are of the same litter.

- Name : Silver Valleys [F]
- Age : 27
- Thing of note : When I met her last she had ended up growing an extra right leg. Said it happened after drinking a potion that she had found. (A failed attempt by someone to make a potion of spider climb)
- Name : Lazy Valleys [F]
- Age : 27
- Thing of note : Oddly very lazy nowadays, she had so much energy when she was younger. Works as a barmaid in the capital port. (Unknown to me she is secretly a spy for the local government)
- Name : Night-sky over the Valley's
- Age : 27
- Thing of note : Has had a terrible cough since she was young. My mother would first go the same way as Curious, but she has survived so far. Though her CON is very <= 5.
- Name : Two Valleys [M]
- Age : 27
- Thing of note : Lacked the spirit of adventure, so he stayed home and got a family quite early in life. He does however practice what he calls the way of love, which basically means he can't stop himself from going down on just about anyone. His wife divorced him last I saw him.
- Name : Cargy Valleys [M]
- Age : 27
- Thing of note : Had become a quite well-to-do merchant last I saw him.