

PSYCHIC

LEVEL 1

Rivani is studious but imaginative, and she sees it as her duty to experience life and develop a mature philosophy by using her psychic gifts to help others grow.

RIVANI

Human psychic 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2)

Fort +3, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks phrenic amplification (mindtouch), phrenic pool (2)

Psychic Spells Known (CL 1st; concentration +5)

1st (4/day)—*burst of adrenaline*^{OA}, *comprehend languages*, *mind thrust* ^{1OA} (DC 15)

0 (at will)—*detect magic*, *mage hand*, *message*, *telekinetic projectile*^{OA}

Psychic Discipline Lore

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 18, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 11

Feats Great Fortitude, Lightning Reflexes

Traits inspired^{UCA}, mentored^{UCA}

Skills Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (history) +8, Knowledge (religion) +8, Perception +6, Profession (scribe) +7, Spellcraft +8

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ illuminating answers, mnemonic cache (10 pages/30 minutes), psychic discipline (lore)

Combat Gear *potion of cure light wounds*, *scroll of cause fear*, *scroll of mage armor*; **Other Gear** dagger, light crossbow with 10 bolts and 5 alchemical silver bolts, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, parchment (5 sheets), torches (10), trail rations (5 days), waterskin, 2 gp

SPECIAL ABILITIES

Illuminating Answers Twice per day, if Rivani casts a spell that grants her answers to questions (such as *augury*, *blood biography*, *contact other planes*), she regains 1 point in her phrenic pool.

Inspired Once per day before attempting a skill check, Rivani can choose to roll twice and take the better result.

Mentored Rivani gains a +1 bonus on skill checks to aid another.

Mnemonic Cache Rivani can memorize 10 pages of text or 30 minutes

of speech word-for-word. She can attempt to mentally disable written magical traps as if she had a total Disable Device bonus of +8.

Phrenic Amplification Rivani has the following phrenic amplification.

Mindtouch: Rivani can spend 1 point from her phrenic pool while casting a spell to read the surface thoughts of her spell's target. If the target successfully saves against her spell, Rivani cannot read its thoughts. If the spell does not already require a saving throw or an attack roll, a successful DC 14 Will save negates this effect.

Spells Rivani can cast the following spells. For the full descriptions of the spells listed below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

Burst of Adrenaline: As an immediate action, Rivani gains a +8 enhancement bonus to her Strength, Dexterity, or Constitution score for 1 roll (equivalent to a +4 bonus on the roll), but she is fatigued the next round.

Comprehend Languages: Rivani can understand all languages she reads or hears for 10 minutes, though she can't speak those languages.

Detect Magic: Rivani notices magic in a 60-foot cone. If she concentrates, the next round she can learn how many magic auras there are. The round after that, she can try to learn more about one aura.

Mage Hand: Rivani can move an object up to 25 feet away and weighing up to 5 pounds with her mind.

Message: Rivani can whisper messages to the target for 10 minutes as long as it remains within 110 feet and isn't obstructed, and the target can respond each time Rivani sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Mind Thrust I: Rivani deals 1d6 points of damage (Will half) to one creature within 25 feet. This is a mind-affecting spell.

Telekinetic Projectile: Rivani flings a tiny object at a single target within 25 feet as a ranged attack with a +1 bonus, dealing 1d6 points of bludgeoning damage.

Combat Gear Rivani's combat gear is described below.

Potion of Cure Light Wounds: Rivani's potion heals 1d8+1 points of damage.

Scroll of Cause Fear: One creature within 25 feet becomes frightened for 1d4 rounds. If it succeeds at a DC 11 Will save, it is instead shaken for 1 round.

Scroll of Mage Armor: Rivani can touch a creature to grant it a +4 armor bonus to AC for 4 hours.

The path of the initiate is long and fraught with danger. For Rivani, the journey began as a young girl in Vudra, when she took the Trial of the White Lotus, a test to determine a child's psychic aptitudes. Rivani passed the trial, but her unexpected foray into the consciousness of the court's members revealed dangerous secrets.



"We are all one. The pain you bring others, you bring yourself."

Proclaimed a great scholar reborn, Rivani was shuffled off to the distant lands of the Inner Sea to teach and learn what she could. A life filled with travel has only fed Rivani's wanderlust, and while she's kind and generous to all, she avoids forming long-lasting connections, knowing that her path is one of constant exploration.

PSYCHIC

LEVEL 4

Rivani is studious but imaginative, and she sees it as her duty to experience life and develop a mature philosophy by using her psychic gifts to help others grow.

RIVANI

Human psychic 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 30 (4d6+12)

Fort +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19–20)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks phrenic amplifications (mindtouch, will of the dead), phrenic pool (4)

Psychic Spell-like Abilities (CL 4th; concentration +8)

1/day—*detect thoughts* (DC 15)

Psychic Spells Known (CL 4th; concentration +8)

2nd (4/day)—*hypercognition*^{OA}, *id insinuation*^{OA} (DC 16)

1st (7/day)—*burst of adrenaline*^{OA}, *command* (DC 15), *comprehend languages*, *mage armor*, *mind thrust* I^{OA} (DC 15), *remove fear*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *mage hand*, *message*, *read magic*, *telekinetic projectile*^{OA}

Psychic Discipline Lore

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 18, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 14

Feats Expanded Arcana^{APG}, Great Fortitude, Lightning Reflexes

Traits inspired^{UCA}, mentored^{UCA}

Skills Knowledge (arcana) +11, Knowledge (dungeoneering) +11

(+13 to navigate underground), Knowledge (history) +11, Knowledge (religion) +11, Perception +9, Profession (scribe) +7, Sense Motive +8, Spellcraft +11, Survival +2 (+4 to avoid becoming lost)

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ detect thoughts, illuminating answers, mnemonic cache (25 pages/45 minutes)

Combat Gear +1 bolts (10), *potion of cure light wounds* (2), *potion of lesser restoration*, *runestone of power*^{ACG} (1st), *scroll of augury*, *scroll of bull's strength*, *scroll of darkvision*, *scroll of fox's cunning*, silver crossbow bolts (20); **Other Gear** dagger, mwk light crossbow with 20 bolts, *ring of protection* +1, backpack, bedroll, belt pouch, compass, flint and steel, ink, inkpen, oil (2 flasks), oil lamp, parchment (5 sheets), trail rations (5 days), waterskin, 57 gp

SPECIAL ABILITIES

Illuminating Answers Twice per day, if Rivani casts a spell that grants her answers to questions (such as *augury*, *blood biography*, *contact other planes*), she regains 1 point in her phrenic pool.

Inspired Once per day before attempting a skill check, Rivani can choose to roll twice and take the better result.

Mentored Rivani gains a +1 bonus on skill checks to aid another.

Mnemonic Cache Rivani can memorize 10 pages of text or 30 minutes of speech word-for-word. She can attempt to mentally disable written magical traps as if she had a total Disable Device bonus of +11.

Phrenic Amplifications Rivani has the following phrenic amplifications.

Mindtouch: Rivani can spend 1 point from her phrenic pool while casting a spell to read the surface thoughts of her spell's target. If the target successfully saves against her spell, Rivani cannot read its thoughts. If the spell does not already require a saving throw or an attack roll, a successful DC 16 Will save negates this effect.

Will of the Dead: Rivani can spend 2 points from her phrenic pool as she casts a spell to overcome an undead creature's normal immunity to mind-affecting effects.

Spells and Spell-Like Abilities Rivani can cast the following spells.

For the full descriptions of the spells below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

Burst of Adrenaline: As an immediate action, Rivani gains a +8 enhancement bonus to her Strength, Dexterity, or Constitution score for 1 roll (equivalent to a +4 bonus on the roll), but she is fatigued the next round.

Command: Rivani can order a target within 35 feet to use its next action to either approach her, drop whatever it is holding, fall to the ground, flee, or stand in place and take no action (Will DC 15). This is a mind-affecting spell.

Comprehend Languages: Rivani can understand all languages she reads or hears for 40 minutes, though she can't speak those languages.

Detect Magic: Rivani notices magic in a 60-foot-cone. If she concentrates, she can find how many magic auras there are on the next round. The round after that, she can try to find out more about one aura.

Detect Psychic Significance: Rivani can sense the presence of all psychically charged objects within 40 feet.

Detect Thoughts: Rivani can sense the presence or absence of thoughts in a 60-foot cone. If she concentrates as a standard action, she learns how many thinking minds there are (and what their Intelligence scores are) on the next round. The round after that, she can try to listen to a creature's surface thoughts (Will DC 15 negates).

Hypercognition: Rivani can accomplish a single mental task—such as a Knowledge check, Linguistics check to decipher script, or Intelligence check—in one-fifth the normal time. If it would take



“We are all one. The pain you bring others, you bring yourself.”

3 rounds or less to complete, she does so instantly. Either way, she gets a +4 bonus on the check, but the result cannot exceed what she could have accomplished if she had rolled a natural 20.

Id Insinuation: A single creature within 35 feet of Rivani must succeed at a DC 16 Will save, or it becomes confused and remains



confused so long as Rivani spends a standard action each round to concentrate, plus 1 round longer. This is a mind-affecting spell.

Mage Armor: Rivani can touch a creature to grant it a +4 armor bonus to AC for 4 hours.

Mage Hand: Rivani can move an object up to 25 feet away and weighing up to 5 pounds with her mind.

Message: Rivani can whisper messages to the target for 10 minutes as long as it remains within 110 feet and isn't obstructed, and the target can respond each time Rivani sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Mind Thrust I: Rivani deals 4d6 points of damage (Will DC 15 half) to one creature within 35 feet. This is a mind-affecting spell.

Read Magic: Rivani can read scrolls and other magical writings.

Remove Fear: Rivani selects two creatures within 40 feet of her and within 30 feet of each other. She suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

Telekinetic Projectile: Rivani can fling a tiny object at a single target within 35 feet as a ranged attack with a +3 bonus, dealing 1d6 points of bludgeoning damage.

Combat Gear Rivani's combat gear is described below.

Potion of Cure Light Wounds: Rivani's potion heals 1d8+1 points of damage.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if she was exhausted, she is fatigued instead.

Runestone of Power: Once per day, Rivani can cast a 1st-level spell without expending one of her 1st-level spell slots.

Scroll of Augury: Over the course of 1 minute, Rivani determines whether a particular action taken in the next 30 minutes would result in a good outcome ("weal"), a bad outcome ("woe"), a combination of the two ("weal and woe"), or an outcome that is neither good nor bad ("nothing"). There is a 73% chance that Rivani receives a meaningful reply, and a failure automatically indicates "nothing."

Scroll of Bull's Strength: Rivani can give a touched target a +4 enhancement bonus to Strength for 3 minutes, which gives most creatures a +2 bonus on melee attack rolls, melee damage rolls, and Strength-based skill checks.

Scroll of Darkvision: Rivani can give a touched creature the ability to see in the dark up to 60 feet for 30 minutes. This vision is in black-and-white.

Scroll of Fox's Cunning: Rivani can give a touched target a +4 enhancement bonus to Intelligence for 3 minutes, which gives most creatures a +2 bonus on Intelligence-based skill checks. Intelligence-

based spellcasters like Rivani also increase the DCs of all of their spells by 2 while under the spell's effects.

Always a precocious child, Rivani began life studying to become a civil servant in Vudra. She spent hours in the library studying complex tomes, favoring lavishly illustrated accounts of fantastic creatures and far-off lands. Rivani thrilled at imagining herself traveling to those distant lands as a questing hero, and soon these whimsical idylls consumed her every thought.

The rishis at court saw promise in the young girl's whimsy, and implored the rajah to put Rivani to the Trial of the White Lotus, a simple test to determine a child's mental aptitudes. Following a few minor challenges and exams, the rishis brought Rivani to a secret room within the rajah's highest tower, and there revealed a lush garden. At the center of the room lay a pedestal, and on that pedestal a simple white lotus—Rivani's final challenge.

Rivani closed her eyes and concentrated, relying on techniques she'd read in an archaic manuscript. With each exhalation, she pushed her consciousness deeper beyond her physical body, and a beatific calm overcame her. In her mind's eye, Rivani stepped further and further into the light until she could no longer distinguish herself from the flower. But she felt other presences, too. The poets of the court were also part of the fabric of life, and Rivani brushed against their innermost thoughts. She saw their anticipation, their pride, their amazement at her unexpected power—and also their betrayals, scandals, and ambitions.

Rivani had passed the Trial of the White Lotus, but none of the rajah's rishis celebrated her victory.

Certain that her unexpected foray into their consciousness had revealed their own secrets, the rishis proclaimed Rivani a mahatma reborn, a precious scholar and teacher returned to Golarion to guide the people into a new age. Just not in Vudra.

With the blessings of the rajah, the rishis dispatched their student to the Isle of Jalmeray, but the masters of that nation's Houses of Perfection denied her tutelage as well. "Go out into the world and learn to live," they said. "Once you know something for yourself, come back to Jalmeray and teach us what you have learned."

A life filled with so much travel has filled Rivani with wanderlust. Her relationships burn intensely but briefly, as she constantly guards against delving too deeply—accidentally or otherwise—into the minds of her friends and lovers. She's always fixated on the next stop on her journey, and while generally kind and friendly, avoids deep connections with others. Through all of this she's begun to develop her own philosophy, but it will be many years, and many more adventures, before she'll be ready to share it with the world.



"We are all one. The pain you bring others, you bring yourself."

RIVANI

Human psychic 7

LN Medium humanoid (human)

Init +1; **Senses** Perception +12

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 51 (7d6+21)

Fort +8, **Ref** +7, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk cold iron dagger +4 (1d4/19–20)

Ranged +1 *light crossbow* +5 (1d8+1/19–20)

Special Attacks phrenic amplifications (mindtouch, overpowering mind, will of the dead), phrenic pool (5)

Psychic Spell-like Abilities (CL 7th; concentration +11)

1/day—*detect thoughts* (DC 16)

Psychic Spells Known (CL 7th; concentration +11)

3rd (5/day)—*dispel magic*, *fly*, *mind thrust III* (DC 18)

2nd (7/day)—*augury*, *hypercognition*^{OA}, *id insinuation*^{OA} (DC 17), *levitate*

1st (8/day)—*burst of adrenaline*^{OA}, *command* (DC 16), *comprehend languages*, *endure elements*, *mage armor*, *magic missile*, *remove fear*, *shield*

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *mage hand*, *message*, *read magic*, *telekinetic projectile*^{OA}

Psychic Discipline Lore

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 15

Feats Combat Casting, Expanded Arcana^{APG}, Great Fortitude, Lightning Reflexes, Third Eye^{OA}

Traits inspired^{UCA}, mentored^{UCA}

Skills Appraise +12, Knowledge (arcana) +15, Knowledge (dungeoneering) +15 (+17 to navigate underground), Knowledge (history) +15, Knowledge (religion) +15, Perception +12, Profession (scribe) +7, Sense Motive +11, Spellcraft +15

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ detect thoughts, illuminating answers, mnemonic cache (40 pages/70 minutes), superior automatic writing

Combat Gear *potion of lesser restoration*, *runestone of power*^{ACG} (1st), *scroll of bull's strength*, *wand of cure light wounds* (7 charges), *wand of resist energy* (5 charges), alchemist's fire (3); **Other Gear** +1 *light crossbow*, mwk cold iron dagger, *cloak of resistance* +2, *headband of vast intellect* +2, *ring of protection* +1, backpack, bedroll, belt pouch, compass, flint and steel, ink, inkpen, oil (2 flasks), oil lamp, parchment (5 sheets), trail rations (5 days), waterskin, 58 gp

SPECIAL ABILITIES

Illuminating Answers Twice per day, if Rivani casts a spell that grants her answers to questions (such as *augury*, *blood biography*, *contact other planes*), she regains 1 point in her phrenic pool.

Inspired Once per day before attempting a skill check, Rivani can choose to roll twice and take the better result.

Mentored Rivani gains a +1 bonus on skill checks to aid another.

Mnemonic Cache Rivani can memorize 40 pages of text or 70 minutes of speech word-for-word. She can attempt to mentally disable written magical traps as if she had a total Disable Device bonus of +14.

Phrenic Amplifications Rivani has the following phrenic amplifications.

Mindtouch: Rivani can spend 1 point from her phrenic pool while casting a spell to read the surface thoughts of her spell's target. If the target successfully saves against her spell, Rivani cannot read its thoughts. If the spell does not already require a saving throw or attack roll, a successful DC 18 Will save negates this effect.

Overpowering Mind: Rivani can spend 2 points from her phrenic pool to increase the Will save DC of a spell she is casting by 1.

Will of the Dead: Rivani can spend 2 points from her phrenic pool as she casts a spell to overcome an undead creature's normal immunity to mind-affecting effects.

Spells and Spell-Like Abilities Rivani can cast the following spells.

For the full descriptions of the spells listed below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

Augury: Over the course of 1 minute, Rivani determines whether a particular action taken in the next 30 minutes would result in a good outcome ("weal"), a bad outcome ("woe"), a combination of the two ("weal and woe"), or an outcome that is neither good nor bad ("nothing"). There is a 77% chance that Rivani receives a meaningful reply, and a failure automatically indicates "nothing."

Burst of Adrenaline: As an immediate action, Rivani gains a +8 enhancement bonus to her Strength, Dexterity, or Constitution score for 1 roll (equivalent to a +4 bonus on the roll), but she is fatigued the next round.

Command: Rivani can order a target within 40 feet to use its next action to either approach her, drop whatever it is holding, fall to the ground, flee, or stand in place and take no action (Will DC 16). This is a mind-affecting spell.

Comprehend Languages: Rivani can understand all languages she reads or hears for 70 minutes, though she can't speak those languages.

Detect Thoughts: Rivani can sense the presence or absence of thoughts in a 60-foot cone. If she concentrates as a standard action, she learns how many thinking minds there are (and what their Intelligence scores are) on the next round. The round after that, she can try to listen to a creature's surface thoughts (Will DC 16 negates).



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Dispel Magic: Rivani can attempt to end a magical effect within 170 feet. To do so, she must roll 1d20+7, and the result must equal or exceed 11 + the target effect's caster level. If successful, the magical effect ends immediately. Alternatively, Rivani can ready an action to counter an enemy spellcaster's spellcasting. This works in

much the same way, but if successful, she causes the enemy's spell to fail.

Endure Elements: One touched creature withstands hot and cold weather with no ill effects for 24 hours.

Fly: A touched target gains a 60 foot fly speed and a +3 bonus on Fly checks (+4 if Rivani targets herself) for 7 minutes.

Hypercognition: Rivani can accomplish a single mental task—such as a Knowledge check, Linguistics check to decipher script, or Intelligence check—in one-fifth the normal time. If it would take 3 rounds or less to complete, she does so instantly. Either way, she gets a +7 bonus on the check, but the result cannot exceed what she could have accomplished if she had rolled a natural 20.

Id Insinuation: A single creature within 35 feet of Rivani must succeed at a DC 17 Will save, or it becomes confused and remains confused so long as Rivani spends a standard action each round to concentrate, plus 1 round longer. This is a mind-affecting spell.

Levitate: For 7 minutes, Rivani can move one creature or object (up to 700 pounds) up or down 20 feet each round as a move action. The creature must be willing, and any object must be unattended or not in another creature's possession.

Magical Armor: Rivani can touch a creature to grant it a +4 armor bonus to AC for 7 hours.

Magical Hand: Rivani can move an object up to 40 feet away and weighing up to 5 pounds with her mind.

Magic Missile: Rivani fires 4 missiles at up to 4 targets, all within 170 feet of her and no more than 15 feet from each other. The missiles automatically hit, and each deals 1d4+1 points of force damage.

Message: Rivani can whisper messages to up to seven targets for 70 minutes as long as they remain within 170 feet and aren't obstructed, and the target can respond each time Rivani sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Mind Thrust III: Rivani deals 7d8 points of damage (Will DC 18 half) to one creature within 40 feet. She can instead use a 1st-level spell slot to undercast this spell, reducing the damage to 5d6 (Will DC 16 half). This is a mind-affecting spell.

Read Magic: Rivani can read scrolls and other magical writings.

Remove Fear: Rivani selects two creatures within 40 feet of her and within 30 feet of each other. She suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

Shield: Rivani gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Telekinetic Projectile: Rivani can fling a tiny object at a single target within 40 feet as a ranged attack with a +4 bonus, dealing 1d6 points of bludgeoning damage.

Superior Automatic Writing Once per week, Rivani can spend an hour writing at random, then attempt a DC 20 check with a total bonus of +9. If she succeeds, she learns whether an upcoming choice will cause her weal, woe, both, or neither.

Third Eye Rivani can open her third eye for up to 7 minutes each day, gaining a +8 bonus on Perception checks to notice invisible creatures and see through magic disguises. While her third eye is open, Rivani can read a creature's aura with 1 minute of concentration instead of 10 minutes, and gains a +4 bonus on Perception checks to read auras.

Combat Gear Rivani's combat gear is described below.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if exhausted, she is fatigued instead.

Runestone of Power: Once per day, Rivani can cast a 1st-level spell without expending one of her 1st-level spell slots.

Scroll of Bull's Strength: Rivani can give a touched target a +4 enhancement bonus to Strength for 3 minutes, which gives most creatures a +2 bonus on melee attack rolls, melee damage rolls, and Strength-based skill checks.

Wand of Cure Light Wounds: Rivani's wand heals a touched creature of 1d8+1 points of damage.

Wand of Resist Energy: For 30 minutes, a touched creature gains resistance 10 to her choice of acid, cold, electricity, fire, or sonic damage.

Born in Vudra, Rivani spent her childhood studying to become a civil servant, until the rishis at the rajah's court saw promise and implored the rajah to put Rivani to the Trial of the White Lotus. They brought the girl to a secret room within the rajah's highest tower, at the center of which lay a pedestal and a simple white lotus.

Relying on techniques she'd read in an archaic manuscript, Rivani closed her eyes and concentrated, pushing her consciousness beyond her physical body. In her mind's eye, Rivani stepped further and further into the light until she could no longer distinguish herself from the flower. Yet her psychic gifts also pressed out into the world, revealing the minds of court advisors and the rishis' own secrets.

Certain that her unexpected foray had revealed scandals, the rishis proclaimed Rivani a great scholar reborn to guide the people into a new age—just not in Vudra. In short order, Rivani was ushered off to the Inner Sea, to learn and teach what she could.

A life filled with travel has only heightened Rivani's wanderlust. Always fixated on the next stop on her journey, she's kind and friendly, yet avoids deep connections with others. Through all of this, she's begun to develop her own philosophy, yet knows it will take many more adventures before she's ready to share it.



“We are all one. The pain you bring others, you bring yourself.”