

Character Name: Astraëa Nyxx **Player Name:** _____
Class: Fighter **Race:** Human **Gender:** Female **Height:** 5' 10"
Alignment: Neutral good **Deity:** Fharlanghn **Age:** 26 (mature) **Weight:** 142 lbs.
Prime Attribute: Strength **XP Bonus:** +10%
LEVEL: 6 **Experience Points (XP):** 54,298 **Next Level:** 64,000

STRENGTH	<u>17</u>	
INTELLIGENCE	<u>11</u>	
WISDOM	<u>10</u>	
DEXTERITY	<u>11</u>	
CONSTITUTION	<u>13</u>	
CHARISMA	<u>14</u>	

Bonus to Hit (STR):	<u>+2</u>	HP Bonus (CON):	<u>+1</u>
Damage Bonus (STR):	<u>+2</u>	Raise Dead Survival (CON):	<u>100%</u>
Open Doors (STR):	<u>1-4</u>	Additional Languages (INT):	<u>+2</u>
Carry Modifier (STR):	<u>+30</u>	Max # Special Hirelings (CHA):	<u>5</u>
Bonus to Missiles (DEX):	<u>+0</u>	Base Attack Bonus:	<u>+3</u>
Armour Bonus (DEX):	<u>+0</u>	Base Movement Rate:	<u>9</u>

Languages: Common, Baklunish, and Nyronese

Hit Points: 56 **Saving Throw:** 9 **Armour Class:** 2 [17]

Magical Items

Plate mail +1 (35)
Shield +1 (5)
Longsword sword +2 (10)

Potion of extra-healing (3d8+3)
Potion of giant strength
Bag of holding (50)

Gold & Treasure

Coins 64 pp, 428 gp, 42 sp
Gems 2 gems (1000 gp each)
Other Gold ring (75 gp)

Other Information

Hair: Blond

Eyes: Grey

Features: Charming smile; athletic figure; blond hair cut short (military cut).

Knack: Excellent navigator (never gets lost while outdoors).

Quirk: Outstanding arrest warrant in the County and Duchy of Urnst (for piracy).

Class/Racial Abilities

- **Multiple Attacks:** Against creatures with 1HD or less, a Fighter makes one attack per level each round.

Items & Equipment

Normal gear including... 10

Clothing

Backpack

2 Large sacks

Flint & steel

Small silver mirror

Waterskin

Short bow & 20 arrows 6

Dagger 2

Mace BoH

Hemp rope (100 ft.) BoH

Grappling hook BoH

3 Iron pots BoH

9 ft. pole BoH

Weight Carried: 128 lbs.

Background

Place of Birth: Town of Dossselford (G3-70), Kingdom of Nyronnd

Date of Birth: 17th of Wealsun, 556 CY

Brief History: Astraëa Nyxx was born on a river barge as her mother was travelling up the river Franz on her way to resettle in Dossselford. Astraëa's mother, Delina, had left her husband's estate in Trigol to restart her life anew after her husband, Morlan, died from fever. His family never liked her so she decided to return to her family's home in Dossselford.

Astraëa learnt to read at an early age of five years old. Delina was so proud of her. Delina had hoped that Astraëa would grow up to become a renown scribe or sage. Delina's hopes were soon dismissed once Astraëa started getting into fights with the local boys at an early age – fights she won more often than not. Astraëa was always a scrapper.

She left home at age 19 after she had a vision of Fharlanghn appear before her and told her that her destiny lies far away. She must travel far to reach her true destiny. Fharlanghn's promised that they would speak again soon. That was seven years ago. But, what is soon to a god? Astraëa is patient because she knows Fharlanghn watches over her.

Special Hirelings

WEAPONS

Weapon:	Damage:	To-Hit Bonus:	Range:
Long sword +2	1d8+4	+7	
Short bow [RoF 2]	1d6	+3	50 ft.
Dagger	1d4+2	+5 / +3	10 ft.
Mace	1d6+2	+5	

Notes



+1 Reaction Adjustment

Hireling Morale: 8

Locales Frequented:

<u>Family house (Dossselford)</u>	<u>Her mother's home</u>
<u>Devil's Inferno (Greyhawk)</u>	<u>Regular room at the inn when in the city</u>
<u>The Ostrich's Egg (Veluna City)</u>	<u>Regular room at the inn when in the city</u>
<u>The Iron Crown (Niola Dra)</u>	<u>Regular room at the inn when in the city</u>
<u>The Bashful Bear (Rel Mord)</u>	<u>Regular room at the inn when in the city</u>

Where **Time/Condition**

Culture: Civilized

CuMod: 4

SoIMod: -1

BiMod: 2

Social Status: Poor

Birth Legitimacy: Legitimate

The Family: Mother only

Siblings: two siblings; she's first born.

Place of Birth: She was born on a barge while travelling on the river Franz.

Unusual Birth Circumstances:

None

Parents: Mother was a scribe. Father was an engineer (from a well off family).

Significant Childhood Events:

- 5 She learned how to read and write from her mother.

Significant Adolescence Events:

- 15 Her mother does not approve of her friends – mainly the local rough n' tumble boys. She could hold her own against them.
- 17 She becomes well-known, even famous for the occurrence of an event – she rescued an old man from from his pirate captives. She is well compensated for his rescue.

Significant Adult Events:

- 19 She has a religious experience – in a vision, Fharlanghn appears and tells her that her destiny is off in foreign lands. She must travel to find her true destiny.
- 21 She becomes involved with illegal activities – she was forced into a life of crime by criminals who threaten her mother's life. The crime – piracy. She knows how to sail a ship (ex-pirate/sailor).