

Character Name: Endis Wildborn **Player Name:** _____
Class: Ranger **Race:** Human **Gender:** Male **Height:** 6'
Alignment: Neutral good **Deity:** Obad-hai **Age:** 31 (mature) **Weight:** 183 lbs.
Prime Attribute: Strength **XP Bonus:** +10%
LEVEL: 6th **Experience Points (XP):** 54,624 **Next Level:** 100,000

STRENGTH	<u>15</u>	<input type="text"/>
INTELLIGENCE	<u>13</u>	<input type="text"/>
WISDOM	<u>14</u>	<input type="text"/>
DEXTERITY	<u>15</u>	<input type="text"/>
CONSTITUTION	<u>14</u>	<input type="text"/>
CHARISMA	<u>9</u>	<input type="text"/>

Bonus to Hit (STR):	<u>+1</u>	HP Bonus (CON):	<u>+1</u>
Damage Bonus (STR):	<u>+1</u>	Raise Dead Survival (CON):	<u>100%</u>
Open Doors (STR):	<u>1-2</u>	Additional Languages (INT):	<u>+3</u>
Carry Modifier (STR):	<u>+10</u>	Max # Special Hirelings (CHA):	<u>4</u>
Bonus to Missiles (DEX):	<u>+1</u>	Base Attack Bonus:	<u>+3</u>
Armour Bonus (DEX):	<u>+1</u>	Base Movement Rate:	<u>12</u>

Languages: Common, Elvish, Green Dragon, and Orcish.

Hit Points: **Saving Throw:** **Armour Class:**

Magical Items

Chain mail +1 (25)
Long sword +1 (10)
Ring of fire resistance

Gold & Treasure

2 Potions of healing (1d8+1 each)
Boots of elvenkind
Coins 127 gp, 162 sp
Gems 4 gems (100 gp each)
Other

Other Information

Hair: Dark brown
Eyes: Blue
Features: Bright blue eyes; brown beard and short hair; has burn scars on his torso and arms (remnants from an old fireball wounds); has webbed toes.
Knack: Excellent swimmer (swimming speed equals normal movement rate)
Quirk: Can't sing/carry a tune

Class/Racial Abilities

- **Tracking:**
Outdoors Tracking: 90%
Underground/City Tracking: 90%
-10% for each day old the tracks are.
-10% for each day of rain (or snow).
% Chance to lose the trail based on circumstances.
- **Alertness:** Surprised on 1 in 6.
- **Giants & Goblin-types:** +1 damage per level vs. giants, trolls, ogres, orcs, goblins, and kobolds.

Items & Equipment

Shield 10
Short bow & 20 arrows 6
Silver dagger 2
Normal gear including... 10
Clothing
Backpack
2 Large sacks
Flint & steel
Small silver mirror
Waterskin
10 Torches
Weight Carried: 63 lbs.

Culture: Civilized

CuMod: 4

SoIMod: 4

BiMod: 1

Social Status: Wealthy

Birth Legitimacy: Illegitimate

LegitMod: 1

The Family: Endis was adopted by his aunt when his unwed mother died soon after childbirth. The aunt was there with her sister when Endis was born.

Siblings: 1 sibling – fraternal twin.

Place of Birth: In the middle of a field

Unusual Birth Circumstances:

- None

Parents: Deceased.

Significant Childhood Events:

- 8 Special age-related event – he had an imaginary friend named Frid.

Significant Adolescence Events:

- 14 Something wonderful happens – Endis saved the life of a wild animal (a large black bear) that was captured and sold to the highest bidder. The bear was being mistreated and would likely die in captivity if it wasn't for Endis who freed it and thus, gave its life back to it.
- 17 Special age-specific event – Endis participated in a rebellion against local authority. The rebellion failed and Endis now has a price on his head and is outlawed from the region.

Significant Adult Events:

- 23 Endis becomes well known in the city of Mithit after a brief, yet public, romance with a local baroness.
 - 25 Endis decides to travel across the Flanaess. He met the Bluehoods in the Shield Lands as they fought against the forces of Luz.
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