Character Name	Endis Wild	dbor	n Pla	ayer Name	ə:			
Class: Ranger Race			: Human	Gender:	Male	Height:	6'	
Alignment: Neutral good De			ty: Obad-hai	Age: 31	(mature)	Weight:	183 lbs.	
Prime Attribute:	Strength					XP Bonus:	+10%	
LEVEL: 6th	Expe	erien	ce Points (XP): <u>54,62</u>	24		Next Level:	100,000	
STRENGTH	15		Bonus to Hit (STR)	+1	_	HP Bonus (CC	DN):1	
INTELLIGENCE	13		Damage Bonus (STR)	+1	Raise De	ead Survival (CC	DN): <u>100%</u>	
WISDOM	14		Open Doors (STR)	1-2	Additiona	al Languages (II	NT): <u>+3</u>	
DEXTERITY	15		Carry Modifier (STR)	+10	Max # Spec	ial Hirelings (CH	HA): <u>4</u>	
CONSTITUTION	14		Bonus to Missiles (DEX)	+1	Base Attack Bonus: +3		nus: <u>+3</u>	
CHARISMA	9		Armour Bonus (DEX)	+1	Ba	se Movement R	ate: <u>12</u>	
Languages: Cor	nmon, Elvish,	Gree	en Dragon, and Orcish.					
Hit Points:	41		Saving Throw:	9	Arr	nour Class	: 2 [17]	
Magical Items						Gold & Trea	asure	
Chain mail +1 (25)			2 Potions of healing (1d8+1 each)		Coins	Coins _127 gp, 162 sp		
Long sword +1		(10)	Boots of elvenkind		Gems	4 gems (100 gp e	ach)	
Ring of fire resistance	9				Other			
Other Information			Class/Racial Abilities			Items & Equipment		
Hair: Dark brown			• Tracking:		Shie	ld	10	
Eyes: Blue			Outdoors Tracking: 90%		Sho	Short bow & 20 arrows 6		
Features: Bright blue eyes; brown			Underground/City Tracking: 90%		0% Silve	Silver dagger 2		
beard and short hair; has burn scars			-10% for each day old the tacks are.		e. Norr	Normal gear including 10		
_on his torso and arms (remnants from			-10% for each day of rain (or snow).		CI	Clothing		
_an old fireball wounds); has webbed			% Chance to lose the trail ba		n Ba	ackpack		
toes.			circumstances.		2	2 Large sacks		
			• Alertness: Surprise	d on 1 in 6.	Fli	int & steel		
			Giants & Goblin-type	oes: +1 dam	age Sr	mall silver mirror		
			per level vs. giants, tro	lls, ogres, or	cs, W	aterskin		
			goblins, and kobolds.		10) Torches		
Knack: Excellent	t swimmer (swim-							
ming speed equals	normal movemer	nt						
rate)								
Quirk: Can't sing	/carry a tune							
		—			 	ight Carried:	63 lbs.	

Background

Place of Birth: A field near the town of Thorne (K2-78), The Great Kingdom

Date of Birth: 18th of Goodmonth, 551 CY

Brief History: Endis Wildborn was born in a field of tall grass far away from the nearby town of Thorne. Only his unwed mother, Evva, and her twin sister, Serra, were present. Evva had run away from home a year ago, but returned pregnant. Her father kicked her out of the house and disowned her. Serra couldn't abandon her sister so she looked after her just outside of town. She helped to deliver the baby. Unfotunately Evva died soon after childbirth. Serra named the child, Endis after a favourite uncle. She adopted the child and raised him as her own. Even as a child, Endis seem to have a connection with the nature around him. At the age of 14, he snuck into a travelling circus encampment and freed the black bear that was in chains. That bear would not leave his side for two years and then one day it was gone. Endis would get one more visit by the bear. It reappeared and it, turned out to be a she. She had cubs with her. She introduced her cubs to Endis and they all spent a day together before the bear, with her cubs, returned to the wild.

Spe	cial H	ireling	gs	

WEAPONS								
	To-Hit							
Weapon:	Damage:	Bonus:	Range:					
Long sword +1	1d8+2	+5						
Short bow & 20 arrows	1d6	+4	50 ft.					
Silver dagger	1d4+1	+4	10 ft.					

Locales Frequented: The Hare & Turtle (Mithit) Regular room at the inn when in the city Devil's Inferno (Greyhawk) Regular room at the inn when in the city The Pesky Sprite (Chathold) Regular room at the inn when in the city The Blade & Rose (Rel Mord) Regular room at the inn when in the city Where Time/Condition



Hireling Morale: 7

Culture: Civilized

CuMod: 4

SolMod: 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:

Something wonderful happens – Endis saved the life of a wild animal (a large black bear) that was

- 14 captured and sold to the highest bidder. The bear was being mistreated and would likely died 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 faught against the forces of luz.