

Character Name: Greyfell Wolfshead

LEVEL: 4

Class: Ranger Race: Human

Gender: Male

Alignment: Neutral good Deity: Obad-Hai

Age: 24 (mature)

Prime Attribute: Strength (+5% XP Bonus)

XP Bonus: +15%

STRENGTH	17	+2 Hit/Dmg, Open Doors 1-4, +20 lb.
INTELLIGENCE	13	+3 Languages
WISDOM	14	+5% XP Bonus
DEXTERITY	17	+1 AC, +1 Missile To-Hit Bonus
CONSTITUTION	15	+1 HP, Raise Dead Survival 100%
CHARISMA	13	+5% XP, Max. Sp. Hirelings: 5 (8 Mor.)

Hit Points: 38

Armour Class: 1 [18]

Saving Throw: 11

Move: 12

Base "To-Hit" Bonus: +1

Experience Points: 14,508

Languages: Common, Elvish, Goblin, Hill Giant, and Hobgoblin.

Racial/Class 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 (+4) vs. giants, trolls, ogres, orcs, goblins, and kobolds.

Gold & Treasure

87 gp, 14 pp, 37 sp, 12 cp
 6 Malachite gems (10 gp each)
 5 Rock crystals (50 gp each)
 3 Red spinel gems (120 gp each)
 1 Black opal (1,000 gp)
 Wrought gold ring (90 gp)

Items & Equipment

Clothing, cloak, and misc items	10
Chain mail +1	25
Shield +1	5
Bastard sword	10
Long bow (Strength bow) & 20 arrows	6
2 Daggers	4
Hemp rope (50 ft.)	4
Backpack	2 Large sacks
Waterskin (full)	Potion of healing
Bedroll	Potion of heroism
Flint & steel	

(50 lbs.)

Background & Notes

Place of Birth: Town of Narwell (14-94), The Wild Coast

Date of Birth: 13th of Flocktime, 558 CY

Hair: Sandy brown

Eyes: Blue

Height: 6' 1"

Weight: 188 lbs.

Greyfell Wolfshead was born to a family of foresters who applied their trade on the outskirts of Gnarley Forest. He has had multiple dealings with the elves within the forest and is on good terms with Clan Bronzewood (who live and operate in the south-western region of the Gnarley Forest). It was from these elves, that Greyfell learned their language and a few enemy species languages as well.



His magical shield is a family heirloom that has passed to the eldest surviving son for the last seven generations. The shield comes with troubling lore - those that inherit the shield are doomed to die with it in their grasp. The shield always finds a way to its next rightful owner (inheritor)

He once saved a wounded pegasus from those who were trying to trap it. He scared off the would-be attackers with a few well-placed arrows. Greyfell then cautiously approached the frightened pegasus. With soothing words and a gentle touch, Greyfell was able to release the pegasus from her bonds. He then stood back and watched the pegasus fly off free. Due to his actions, Greyfell has made himself an enemy to those that were hunting that pegasus; the Gnarley Four has vowed revenge against Greyfell should their paths cross again.

Bastard sword: +3 to hit, 1d8+2 damage (1d8+3 damage when used two-handed).

Dagger: +3 to hit (melee), +2 to hit (missile), 1d4+2 damage, RoF 1, Range 10 ft., 2 daggers.

Long Bow: +2 to hit, 1d6+2 damage, RoF 2, Range 70 ft., 20 arrows.