

Character Name: Keltos Fraxi

LEVEL: 4

Class: Fighter Race: Human

Gender: Male

Alignment: Neutral Deity: Fharlanghn

Age: 26 (mature)

Prime Attribute: Strength (+5% XP Bonus)

XP Bonus: +10%

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|---------------------|----|--|
| STRENGTH | 18 | +2 hit, +3 Dmg, Open Doors 1-5, +50 lbs. |
| INTELLIGENCE | 10 | +2 Additional Languages |
| WISDOM | 15 | +5% XP Bonus |
| DEXTERITY | 15 | +1 AC, +1 Missile To-Hit Bonus |
| CONSTITUTION | 15 | +1 HP, Raise Dead Survival 100% |
| CHARISMA | 10 | Max. Sp. Hirelings: 4 (7 Morale) |

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|-----------------------------|--------|
| Hit Points: | 34 |
| Armour Class: | 2 [17] |
| Saving Throw: | 11 |
| Move: | 12 |
| Base "To-Hit" Bonus: | +2 |
| Experience Points: | 13,824 |

Languages: Common, Keolandish, and Orcish.

Racial/Class Abilities

Multiple Attacks: Against creatures with 1HD or less, he makes one attack per level each round (4 Attacks total per round).

Fighter Parry Ability: -2 Penalty to enemy attacks.

Gold & Treasure

419 gp, 32 sp, 11 cp
 2 Amethyst gems (100 gp each)
 7 Blue quartz gems (15 gp each)
 1 Emerald gem (1,200 gp)
 Wrought silver and gold pendant (1,200 gp)

Items & Equipment

| | |
|---------------------------------|--------------------|
| Clothing, cloak, and misc items | 10 |
| Chain mail +1 | 25 |
| Shield | 10 |
| Long sword +1 | 10 |
| 2 Daggers | 4 |
| Short bow +1 & 20 arrows | 6 |
| Backpack | Hemp rope (50 ft.) |
| Waterskin (full) | 2 Large sacks |
| Bedroll | |
| Flint & steel | Potion of fire |
| Bullseye lantern | resistance |
| 6 Pints of lamp oil | |
| (65 lbs.) | |

Background & Notes

Place of Birth: City of Gradsul (Q4-117), Kingdom of Keoland

Date of Birth: 6th of Sunsebb, 556 CY

Hair: Black

Eyes: Brown

Height: 6' 1"

Weight: 199 lbs.

Keltos Fraxi comes from a long line of soldiers, in service to His Perless Majesty, the King of Keoland, Kimbertose Skotti, Lord of the Gran march, Plar of Sterich, Protector of the South. The Fraxi family take great pride in their royal service. Keltos yearn to travel and see the Flanaess for himself. This desire to travel alienated him from his family clan. He bid them and their service farewell, as he applied his trade as a mercenary. His travels eventually took him north as far as the upper borders of the Bramblewood Forest.



Keltos spent a month as a captive of the Rotting Eye Orc clan. He was forced into gladiator combat by his orc masters. Keltos fought savagely as he killed any opponent who challenged him. Keltos was selected to fight the tribe's champion in the morning and he knew that was a death sentence either way, win or lose. He knew he had to escape. Along with a fellow gladiator slave, a half-orc by the name of Skarogg Lowblood, they escaped their captivity and quietly made their way out of the orcish tunnels with minimal orcish resistance. The orcs were distracted by their pre-ritual shamanistic drinking so the two captives were able to escape. Keltos views Skarogg as a brother.

He still has the physical and mental scars of his time as an orc gladiator slave. The only person he truly trusts is his orc blood-brother, Skarogg.

Long sword +1: +5 to hit, 1d8+4 damage.

Dagger: +4 to hit (melee), +3 to hit (thrown), 1d4+3 damage, RoF 1, Range 10 ft., 2 daggers.

Short Bow +1: +4 to hit, 1d6+1 damage, RoF 2, Range 50 ft., 20 arrows.