[Brian Schorr] Kelonor, ranger of Welkwood

KELONOR Ranger lvl: 11

Ranger Lord of Welkwood EXP: 902,869 HP: 64 AC: -2

ST: 16 (+1 dam, +350 wt, od 1-3, bb/lg 10%)

IN: 14 WI: 15

DX: 17 (+2 re/at, -3 ac)

CN: 16 (+2 hp/hd, 95% ss, 96% rs)

CH: 15 (+15% ra)

CM: 13 PR: 10

Weapons: longsword, spear, dagger, longbow (specialized)*

* +2hit/dam & double dam (6-16) at short range

Armor: chain mail +2, shield +2; AC: 0-3=-3

Items: magic girdle (doubles hand held damage)

+3 longsword/ +5 vs air based creat.

boots of feather fall, throwing dagger +1 to hit, protection scroll: demons, protection scroll: fire,

druid scroll: wall of fire, ceremony, pwt, philter of persuasiveness, potion of ESP

5 arrows +4/14 arrows +2

spell book: magic missile., protection vs. evil, push, read magic, light, enlarge, charm person, detect inv., knock, levitate

A Brief History

Kelonor was born Arteth Goen, the only child of a poor fisherman and his wife. As such, his early schooling was minimal, but in his spare time he learned much from his father. On his twelfth birthday, the family traveled to Dyvers from their small villiage in Furyondy, a treat for an impressionable and bright young boy. But he would not see the city that day, or for many years to come, for a roving band of thieves killed his parents and chased young Arteth into the Gnarley forest. He escaped, but was hopelessly lost, newly orphaned, and without food or money.

The next day he was discovered sleeping under a tree by a kind old man, Ben Trahahn, who took him in, fed him and befriended him. Arteth stayed with the old man, wandering the forest, and learned more than he ever thought possible. Ben saw great possibility in the young man, so after two years, he took Arteth to the elven school. Arteth was a rapid learner, easily mastering language and history, as well as the ways of the long bow and sword. But the other students would not accept him, and after only two terms, he left the school to find Ben.

His freedom was not to be, though, for he ran into a group of soldiers hurrying to defend Dyvers and he was voluteered. He spent another two years with the army, winning wide aclaim as an archer and scout. But he longed to return to the forest, to walk among the trees and forget about violence. He wandered great lengths, stopping often to talk with elves and gnomes that lived around him. After several years, he settled in a village of elves and humans on the outskirts of Welkwood, where he soon became the local sherrif.

When a call for help came out from the queen of Celene, Arteth quickly responded. He went forth at her biding into the Suss forest and single handedly slew the gorgon with an arrow between the eyes. He returned to much glory, and was named "Kelonor" or warrior in the ancient dialect, by the queen. He fought as her champion for ten years, until one day he was told in a vision to venture forth into the world to rid it of a great evil.