

# Lost Lore:

# Characters: Karel





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# Lost Lore Characters: Krel

# Introduction

Whether it's because you were invited to the game at the last minute, your GM just killed off your current — and favorite — character, you're the king (or queen) of procrastination, or whatever other reason, you need a new PC --- now. And we're here to help. The Lost Lore Characters line presents a new PC, ready to roll, for you to use at the table. Each character has full stat blocks for levels 1, 5, 10, 15, and 20. Should you need a character of a different level, by all means feel free to add or subtract levels as needed. For example, if you need a 7th level barbarian, you can take the 5th level version of Krel presented below and simply add two levels. Each level contains a full stat block and a background with enough information to quickly immerse the character in a Lost Lands campaign. Neither, of course, is immutable. You'd rather Krel have a greataxe rather than a greatsword? Simply swap the equipment and weapon-specific feats and you're all set. Don't like the provided background? Ditch it, and write your own. Like the background, but think it needs more detail? By all means, expand upon what we've already provided you. This character is built to run as-is, but you should absolutely feel comfortable making him your own as you see fit.

# Using this as a GM

GMs, too, can make use of these characters. However, please note that since each stat block is built with PCs in mind, both the stats and equipment are more than expected for an NPC of the same level. As such, each CR is adjusted up by +1 — the first level Krel is CR 1 instead of 1/2 for example. This, however, is just an approximation. GMs should compare Krel's stats to that of similar CR foes as well as her PCs, and make a final determination of Krel's CR relative to her own campaign. And, of course, just as a player is encouraged to change Krel to suit his needs, the GM should do so as well — changing Krel's alignment from neutral to neutral evil, for example. Or stashing a piece of story-based equipment (a special ring, for example) on Krel for the PCs to find.

# First Level

#### KREL

XP 200 Male half-orc barbarian 1 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +4

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 16 (1d12+3 plus 1) Fort +5; Ref +1; Will +0 Defensive Abilities orc ferocity

Speed 30 ft. Melee greatsword +5 (2d6+6/19–20) or greatclub +5 (1d10+6) Special Attacks rage 7 rounds/day

Str 18, Dex 13, Con 17, Int 7, Wis 10, Cha 8 Base Atk +1; CMB +5; CMD 16 Feats Power Attack Skills Intimidate +1, Perception +4, Survival +4; Racial Modifiers +2 Intimidate Languages Common, Orc SQ fast movement, orc blood Gear hide armor, greatsword, greatclub, backpack, bedroll, 8 days trail rations, waterskin, peasant's outfit, belt pouch with 26 gp and 8 sp.

Orc Ferocity Once per day when you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.

# Raging

When raging, Krel's stats change as follows:

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 raging) hp 18 (1d12+5 plus 1) Fort +7; Will +2

**Melee** greatsword +7 (2d6+9/19–20) or greatclub +7 (1d10+9)

Str 22, Con 21 Base Atk +1; CMB +7; CMD 18

## Background

The unwanted progeny from an orc raid on your village in the frozen north, you were despised by your father, who showed mercy on you at your mother's request by selling you into slavery rather than killing you at birth. For the last ten years you have served as a galley slave and rowed, chained to an oar, on various ships as they sailed the length and breadth of the known world. For all of your life as a slave you suffered cruel beatings for being a half-breed and you learned to hate that part of yourself — the part you feel is responsible for your miserable lot in life. Yet, even as you learned to despise your orc half, you found that it gave you strength and an animal rage that you have slowly learned to control. On your most recent voyage, the ship's captain released you from your chains and made you a member of the crew after you aided the ship in repelling a pirate attack. At landfall in Reme, the captain made you a free man.



# Organized Play

Krel is close to being a legal character for organized play. He's built with 20 point buy (Str: 10 points, Dex: 3 points, Con: 13 points, Int: -4 points, Wis: 0 points, Cha: -2 points) with his +2 racial modifier added to his Strength score.

As designed at 1st level, Krel does not have enough equipment per the organized play rules. The total value of Krel's gear is 105 gp, while an organized play character is entitled to 150 gp of equipment. A quick solution is to add a shortbow (30 gp) and 20 arrows) (1 gp) to Krel's sheet. His attack bonus with the bow is +2, and the damage is 1d6/x3. This leaves Krel 14 gp, which you can either add to his existing cash and simply carry a fair amount of coin, or you can search for other gear you would like your character to possess (pitons, rope, a shovel, and so on). At all other levels, Krel should be equipped appropriately.

At higher levels, Krel will need slightly more hit points as well. All versions in this product grant maximum hit points at first level, and then exactly average — 6.5 in Krel's case — at every additional level. However, the organized play rules grant barbarians 7 hp each level. To determine how many additional hit points to give Krel, simply subtract one from his level, then multiply that result by .5. For example, the 5th level version of Krel has 63 hit points. In organized play, he should have 65.

Organized play characters are entitled to two traits, while Krel currently has none selected. Choose two as you like, keeping in mind Krel's background, equipment selections, and other details.

Finally, don't forget to select a faction!

# Fifth Level

#### KREL

XP 1,200 Male half-orc barbarian 5 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +6

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 63 (5d12+20 plus 5) Fort +9; Ref +3; Will +2 Defensive Abilities improved uncanny dodge, trap sense +1, orc ferocity

#### Speed 40 ft.

Melee +1 greatsword +12 (2d6+8/19–20) or mwk greatclub +11 (1d10+7) Ranged mwk longbow +7 (1d8/x3) Special Attacks rage (22 rounds/day), rage powers (renewed vigor [1d8+8 hp], roused anger)

Str 20, Dex 13, Con 18, Int 7, Wis 10, Cha 8 Base Atk +5; CMB +10; CMD 21 Feats Extra Rage, Power Attack, Weapon Focus (greatsword) Skills Intimidate +8, Perception +6, Survival +6; Racial Modifiers +2 Intimidate Languages Common, Orc SQ fast movement, orc blood, weapon familiarity Combat Gear potion of bears endurance, potions of cure moderate wounds (2), potion of enlarge person; Other Gear +1 chain shirt, +1 greatsword, mwk greatclub, mwk longbow, with 20 arrows, belt of giant strength +2, cloak of resistance +1, backpack, bedroll, 6 days trail rations, explorens outfit, tent, waterskin, whetstone, belt pouch, small topaz (50 gp), moonstone (75 gp), 7 pp, 56 gp, 8 sp, 8 cp

### Raging

When raging, Krel's stats change as follows:

AC 14, touch 9, flat-footed 13 (+5 armor, +1 Dex, -2 raging) hp 73 (5d12+30 plus 5) Fort +11; Will +4

**Melee** +1 greatsword +14 (2d6+11/19–20) or mwk greatclub +13 (1d10+10)

Str 24, Con 22 Base Atk +5; CMB +12; CMD 21

### Background

Your deep-seated rage still burns, though you've managed to control it — most of the time. You and some allies spent time plundering dungeons, honing your skill while pushing your luck. Not all of your allies were as lucky as you, of course. That demon made sure of that. The death of two of your party-mates was too much for your group, and upon returning to town you each went your separate ways. You spent some time in Reme, taking in the sites, drinking the ale, and beating up a few street thugs along the way. Still, you ache to get out of civilization and back on the road, back to a dank dungeon or dark cave where you can be yourself — you can let your anger flow and your blade sing.



**CR 10** 

# Tenth Level

#### KREL

XP 6,400 Male half-orc barbarian 10 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +8

AC 21, touch 12, flat-footed 20 (+7 armor, +1 deflection, +1 Dex, +2 natural) hp 125 (10d12+40 plus 20) Fort +13; Ref +6; Will +7 Defensive Abilities improved uncanny dodge, trap sense +3, orc ferocity; DR 2/—

#### Speed 40 ft.

**Melee** +1 flaming greatsword +18/+13 (2d6+10 plus 1d6 fire/19-20)

Ranged mwk longbow +12/+7 (1d8/x3) Special Attacks rage (32 rounds/day), rage powers (guarded stance (+2 dodge vs. melee), no escape, renewed vigor [2d8+8 hp], roused anger, terrifying howl [DC 21])

#### Str 23, Dex 13, Con 18, Int 7, Wis 10, Cha 8 Base Atk +10; CMB +16; CMD 28

**Feats** Extra Rage, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword)

Skills Acrobatics +14 (+18 when jumping), Climb +10, Intimidate +8, Perception +8, Survival +8; Racial Modifiers +4 Acrobatics when jumping, +2 Intimidate Languages Common, Orc

**SQ** fast movement, orc blood, weapon familiarity **Combat Gear** potions of potion of beans endurance (2), potion of blur, potions of cure serious wounds (3), potions of haste (2); **Other Gear** +3 mithral chain shirt, +1 flaming greatsword, mwk longbow, with 25 arrows, amulet of natural armor +2, belt of giant strength +4, cloak of resistance +2, ring of protection +1, boots of elvenkind, handy haversack, rope of climbing, bedroll, 3 days trail rations, explorens outfit, tent, waterskin, whetstone, belt pouch, silver pearl (200 gp), aquamarine (450 gp), gold hoop earring (50 gp), 13 pp, 20 gp, 1 sp, 2 cp

# Raging

When raging, Krel's stats change as follows:

AC 19, touch 10, flat-footed 18 (+7 armor, +1 deflection, +1 Dex, +2 natural, -2 raging) hp 150 (10d12+60 plus 20) Fort +15; Will +9

**Melee** +1 flaming greatsword +20/+15 (2d6+13/19-20 plus 1d6 fire)

Str 27, Con 22 Base Atk +10; CMB +18; CMD 28 Skills Climb +12

# Background

It seems no matter where you go or who you're with, death and destruction follow you. Of course, most of the time that's quite alright as far as you're concerned! The Tomb of Abysthor proved a challenge for you and your current allies. It also proved lucrative, providing you with a kick-ass sword and plenty of wealth to buy the finest ales for months! Your allies moved on after a brief rest in Bard's Gate, but you opted to remain in the city — you're not sure why, since civilization usually makes you break out in hives. After several months, though, you're ready to move on, to seek new adventure and make new fortunes — and slake your bloodlust.



# Fifteenth Level

KREL

XP 38,400 Male half-orc barbarian 15 N Medium humanoid (human, orc) Init +7; Senses darkvision 60 ft.; Perception +13

AC 25, touch 16, flat-footed 22 (+7 armor, +3 deflection, +3 Dex, +2 natural) hp 223 (15d12+90 plus 30) Fort +19; Ref +12; Will +11 (+4 vs. enchantments) Defensive Abilities evasion, indomitable will, improved uncanny dodge, orc ferocity, trap sense +5; DR 3/-

#### Speed 40 ft.

Melee +3 flaming ghost touch greatsword +26/+21/+16 (2d6+13/17-20 plus 1d6 fire) Ranged +1 longbow (+19/+14/+9 (1d8+1/x3) Special Attacks greater rage (44 rounds/day), rage powers (clear mind, guarded stance (+3 dodge vs. melee), knockback, no escape, renewed vigor [3d8+12 hp], roused anger, terrifying howl [DC 24])

#### Str 24, Dex 17, Con 22, Int 7, Wis 10, Cha 8 Base Atk +15; CMB +22; CMD 38

Feats Alertness<sup>8</sup>, Critical Focus, Extra Rage, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword) Skills Acrobatics +14 (+18 when jumping), Climb +13, Intimidate +10, Perception +13, Sense Motive +2, Survival +8; Racial Modifiers +4 Acrobatics when jumping, +2 Intimidate

Languages Common, Orc

**SQ** fast movement, orc blood, weapon familiarity **Combat Gear** potions of cure serious wounds (5), potion of lesser restoration, potion of remove curse; **Other Gear** +3 mithral medium fortification chain shirt, +3 flaming ghost touch greatsword, +1 longbow, with 33 arrows, amulet of natural armor +2, belt of physical perfection +4, cloak of resistance +4, ring of protection +3, handy haversack, ioun stone (dark blue rhomboid), ring of evasion, bedroll, explorens outfit, tent, waterskin, whetstone, belt pouch, large emerald (650 gp), pink diamond (550 gp), gold hoop earrings (2) (75 gp each), 14 pp, 685 gp, 2 sp, 5 cp

# Raging

When raging, Krel's stats change as follows:

AC 23, touch 14, flat-footed 20 (+7 armor, +3 deflection, +3 Dex, +2 natural, -2 raging) hp 268 (15d12+135 plus 30) Fort +22; Will +14

**Melee** +3 flaming ghost touch greatsword +29/+24/+19 (2d6+18/17–20 plus 1d6 fire)

Str 30, Con 28 Base Atk +15; CMB +25; CMD 39 Skills Climb +16

# Background

Your most recent adventures took you back to the sea, where it all began. This time, of course, you were a free man - nobody's property. You and some new friends traveled south, to the Razor Coast. There you encountered strange people, natives called the Tulita as well as colonial invaders intent on breaking the while of these natives. And, as is often the case with you and your allies du jour, you also encountered strange happenings. Odd lycanthropes ---half man, half shark — followers of an old god, a tribal uprising from the Tulita, and cannibal pygmies. It was enough oddities to drive a normal man insane. But of course, you're far from normal; this was all just another year's work for you. The large scar across your left leg from the creature's tentacle will fade over time. Probably. It doesn't much matter — in the end, the creature got the worst of that deal, after your sword sunk deep into its dark, shriveled heart. Now back "home" in Bard's Gate, you thought maybe it was time to settle down; yet you find yourself itching to take up your chain shirt and greatsword and head back on the road. It seems your restless soul isn't quite ready to settle down yet.



**CR 15** 

# Twentieth Level

KREL

XP 204,800 Male half-orc barbarian 20 N Medium humanoid (human, orc) Init +8; Senses darkvision 60 ft.; Perception +18

AC 32, touch 19, flat-footed 28 (+9 armor, +5 deflection, +4 Dex, +4 natural) hp 355 (20d12+180 plus 40) Fort +26; Ref +15; Will +13 (+4 vs. enchantments) Defensive Abilities evasion, indomitable will, improved

#### Speed 50 ft.

**Melee** +5 flaming burst ghost touch wounding greatsword +36/+31/+26/+21 (2d6+20/17–20 plus 1d6) **Ranged** +4 undead bane longbow +28/+23/+18/+13 (1d8+4/x3)

uncanny dodge, orc ferocity, trap sense +6; DR 5/-

**Special Attacks** mighty rage (57 rounds/day), rage powers (clear mind, guarded stance [+4 dodge vs. melee], knockback, mighty swing, no escape, powerful blow +6, renewed vigor [5d8+17 hp], roused anger, superstition +7, terrifying howl [DC 30])

#### Str 31, Dex 19, Con 29, Int 7, Wis 10, Cha 8 Base Atk +20; CMB +30; CMD 49

Feats Alertness<sup>8</sup>, Critical Focus, Extra Rage, Improved Critical (greatsword), Improved Initiative, Iron Will, Lunge, Power Attack, Stunning Critical, Toughness, Weapon Focus (greatsword)

Skills Acrobatics +15 (+23 when jumping), Climb +23, Handle Animal +5, Intimidate +12, Perception +18, Sense Motive +2, Survival +11 (+16 when following tracks), Swim +15; Racial Modifiers +8 Acrobatics when jumping, +2 Intimidate, +5 Survival when following tracks Languages Common, Orc

**SQ** fast movement, orc blood, tireless rage, weapon familiarity

**Combat Gear** bead of force, elixir of green dragon breath; **Other Gear** +5 mithral heavy fortification chain shirt, +5 flaming burst ghost touch wounding greatsword, +4 undead bane longbow, with 50 arrows, amulet of natural armor +4, belt of physical perfection +6, cloak of resistance +5, ring of protection +5, boots of striding and springing, gloves of swimming and climbing, handy haversack, ioun stone (dark blue rhomboid), lens of detection, manual of gainful exercise +5 (used), manual of bodily health +3 (used), ring of evasion, bedroll, waterskin, whetstone, gold hoop earrings (2) (75 gp each), 18 pp, 39 gp, 5 sp

# Raging

When raging, Krel's stats change as follows:

AC 30, touch 17, flat-footed 26 (+9 armor, +5 deflection, +4 Dex, +4 natural, -2 raging) hp 435 (20d12+260 plus 40) Fort +30; Will +17; +7 vs magic

**Melee** +5 flaming burst ghost touch wounding greatsword +40/+35/+30/+25 (2d6+26/17–20 plus 1d6 fire)

Str 39, Con 37 Base Atk +20; CMB +34; CMD 51 Skills Climb +27, Swim +19

# Background

You thought adventure was through with you. You've been "retired" for two years now, living the life, drinking the ale, and occasionally beating up petty thugs who look to prey upon the weak - like you once were. Your adventures have taken you all across this land, from the Razor Coast to the south to the elven forests out west (now *that* was an adventure to remember!) and all points in between. Yet every time, you found yourself returning here, to Bard's Gate. You've defeated creatures that would slay most men — vile liches, conniving vampires, treacherous demons, and scores more. You've also had more than one argument with petulant, stubborn dwarves about who makes better ale - they, or the fine brewers here in Bard's Gate. What you lack in debate skill you more than make up for with an intimidating glare (and a rock-hard fist, when necessary). Two years. You thought your time on the road was done. Yet once again you have that itch, that craving, you know so well. It's time once again to get your chain shirt and greatsword out of your locked chest. It's time to make new friends, and slay new foes. And along the way, you can tell all you meet of the fine brewers in Bard's Gate.



CR 20

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