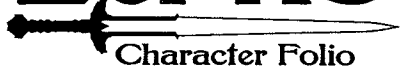


CHARACTER Maltius the Buccaneer

# ZeFRS



THE STORY BEGINS

Maltius grew up in a small coastal village, the son of a simple fisherman. As he grew he learned the ways of the sea and how to handle boats. At age 12 he was kidnapped and pressed into the crew of a royal galley while fishing with his father. Two hard years later his ship was sunk by pirates and he was held in bondage until he proved himself an able sailor and fighter, and for several years learned the way of the sword and became a formidable fighter. By age 18 he had fought his way up to 3rd in command of a pirate galley, but ran afoul of the ship's first mate over a young girl being held captive. He slew the man and fled ashore with the girl, landing on the coasts of the Southern Kingdoms. He slowly travelled north, selling his sword along the way and marvelling at the barbaric splendor of the jungle Kingdoms. Upon reaching the civilized north he delivered the girl to her family and parted company as the urge to travel was too strong and a settled life too dull. He soon fell in with mercenaries and sellswords and has wandered the world since.

PROWESS	1
Movement	5
Animal Reflexes	5
Swimming	1

ENDURANCE	0
Damage	5

FIGHTING	1
Sword	5
Brawling	5

KNOWLEDGE	1
Sailing	5
Navigation	4
Survival (Jungle)	1

PERCEPTION	0
Observation	1

INSIGHT	0
Weather Sense	1
Directional Sense	2

WEAKNESSES	
Weakness to women	

REPUTATION

TALENT PTS.

